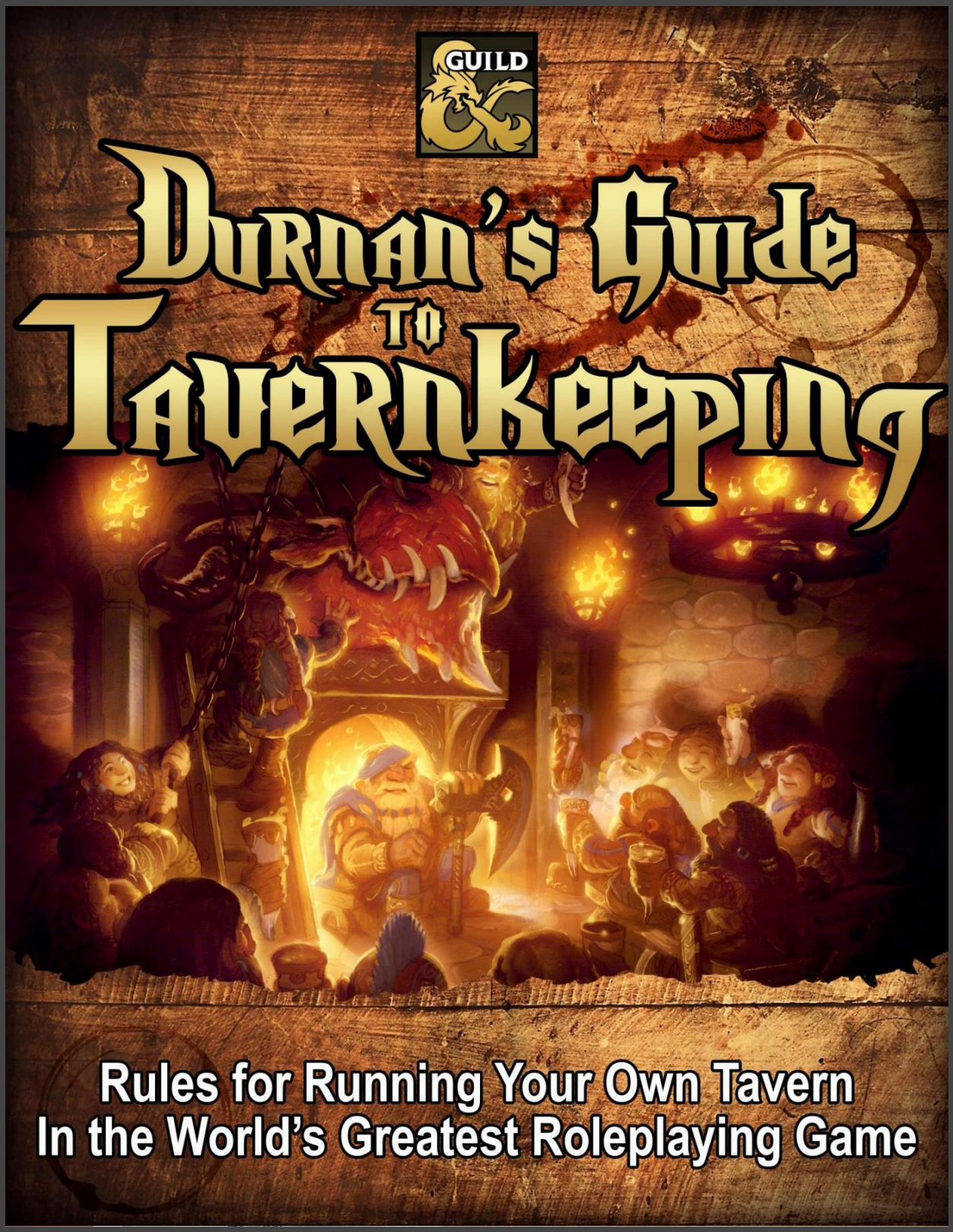
GUILD
Durnan's Guide
To
Tavernkeeping
Rules for Running Your Own Tavern
In the World's Greatest Roleplaying Game

Credits

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Special Thanks: Ruty Rutenberg and the Guild Adepts.

Foreword

"Well met, friends and gentlesairs! Pull up a stool, stoke the hearth, pour yourself a frothy one, and clap eyes on this pamphlet of mine. This guidebook is all you need to run your own watering hole in the City of Splendors – or elsewhere, if you're bored of life – and represents over a century of graft behind the bar at Waterdeep's busiest tavern.

"I must be mad as an umber hulk to give it away at this price, but I'm an old stoat now and I like to see young'uns prosper. All I ask is that you return the favor and send some folk my way when they're dry. I'll be here, at the sign of the Yawning Portal.

"Good health!"

- Durnan, Proprietor of the Yawning Portal.

Overview

Durnan's Guide to Tavernkeeping expands on the business rules in the *Dungeon Master's Guide* and chapter 2 of *Waterdeep: Dragon Heist* to provide gamers with everything they need to create and manage a fantasy tavern in the world of DUNGEONS AND DRAGONS.

The supplement also provides Dungeon Masters with a toolbox of encounters, NPCs, monsters, and plot hooks to make their tavern adventures as memorable as possible. In addition, players receive a selection of new character options themed around taverns.

Durnan's Guide to Tavernkeeping includes the following sections:

- ***Part 1. Owning a Tavern.*** Expanded rules for managing your tavern as an ongoing business concern.
- ***Part 2. Visiting a Tavern.*** Randomized tables for creating your own, unique tavern, including NPCs and plot hooks to make any visit memorable.
- ***Part 3. Tavern Ambience.*** A toolbox for creating tavern ambience at your gaming table, including dice games, music playlists, and themed recipes.
- ***Appendix A. Trollskull Manor Map.*** A full color map of an example tavern: Trollskull Manor in the city of Waterdeep.
- ***Appendix B. New Player Options.*** New subclasses and backgrounds for your characters.
- ***Appendix C. New Monsters.*** New monsters for your tavern adventures.
- ***Appendix D. Bottle Labels.*** Printable bottle labels for your own brands of fantasy ale, wine, and spirits.

Durnan's Guide to Tavernkeeping requires use of the D&D fifth edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). The supplement is designed to support the *Waterdeep: Dragon Heist* campaign hardcover but does not require its use.

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Disclaimer: Durnan and the Yawning Portal tavern accept no liability for damage to your property caused by drunken adventurers. Hire troll bouncers: you'll save big on medical expenses.

Part 1. Owning a Tavern

"The lords will say you need all sorts of things to set up a successful business. That's cockatrice eggs. They're just trying to keep you from becoming competition. You need just one thing to start your own tavern: gumption! It also doesn't hurt to have something you're known for, like an underground portal to riches and fame. A gimmick, I guess. So, that's gumption and a gimmick, which sometimes helps with naming the endeavor. Mine's pretty apparent, right? When I emerged from that hole in the ground with my earnings, there was nothing but cattlepie as far as the eye could see. I hired some folk and got to building. Hmm, I suppose that's three things; gumption, a gimmick, and gold. We'll call them the three G's."

- *Durnan, Proprietor of the Yawning Portal*

Basic Rules: Running Your Tavern

Waterdeep: Dragon Heist includes rules for operating your tavern as a business (see "Open for Business?" in chapter 2). This section replaces those rules with a simple alternate that's quick and easy to use.

Your tavern makes money by selling food and beverages, but you must also spend money on running costs such as ingredients, wages, building maintenance, and guild fees. If more money comes in than goes out, you make a profit. If you spend more than you make, you end up with a loss.

To simulate the basic operation of your tavern, at the end of every tenday you must make a business results roll based on the overall quality of your tavern (i.e. Squalid to Aristocratic). Roll percentile dice and consult the Business Results table below to determine your profit or loss for that period. Your expenses are already factored into the result.

If your tavern makes a loss, you must pay that money out of your own purse. Conversely, any profit goes into your purse. If you're unable or unwilling to pay the loss, you must subtract that number from your next business results roll (after all, if you don't pay for basic expenses such as ingredients and wages, your business will soon collapse).

If you want to keep things simple, you can simply roll against the table every tenday. Unless your tavern is poor or squalid, you should find it turns a profit over time.

Advanced Rules: Tavern Events

The following advanced rules enable you to actively manage the business through making decisions and dealing with random events. It enables you to turn a greater profit through superior business strategy.

Every tenday, roll once on the Tavern Events table before rolling on the Business Results table. You can make the following investments before you roll to mitigate certain results and improve your profit margins.

Preventative Maintenance. A sensible tavernkeeper invests a little extra to keep things shipshape and in good order. Spending 10 gp on extra maintenance may reduce other expenses later.

Insurance. Building insurance costs 10 gp and covers you against damage caused by fire, storms, floods, earthquakes, and subsidence.

Extra Security. Improving the safety of your patrons means hiring bouncers to help when you're busy. Spending 20 gp on extra security reduces risk to you and your patrons.

Extra Service. Hiring extra serving staff means your patrons receive better service and are more likely to come back. Spending 10 gp on extra service adds a +10 bonus to your next roll on the Business Results table.

Tavernkeeper's Spotlight: The Yawning Portal

The Yawning Portal is perhaps the most famous tavern in all the Forgotten Realms. Located in the Castle Ward of the city of Waterdeep, the establishment is named after the large well in its common room – the tip of a sunken stone tower – which descends into the mazelike dungeon of Undermountain. Treasure seekers from across the Realms meet in the inn's taproom to plan their own delves, making it the perfect place to start an adventure!

The Yawning Portal was built in 1306 DR by the notorious adventurer Durnan, who founded the inn using treasure looted from his own expedition into Undermountain. Durnan later returned into the mad wizard's maze, leaving the business to his family, but returned almost a century later to reclaim his property. Today, the apparently ageless adventurer dares his patrons to enter the dungeon below and claim their own destiny!

The Yawning Portal first featured in FR1: *Waterdeep and the North* (1987) by Ed Greenwood, creator of the Forgotten Realms.

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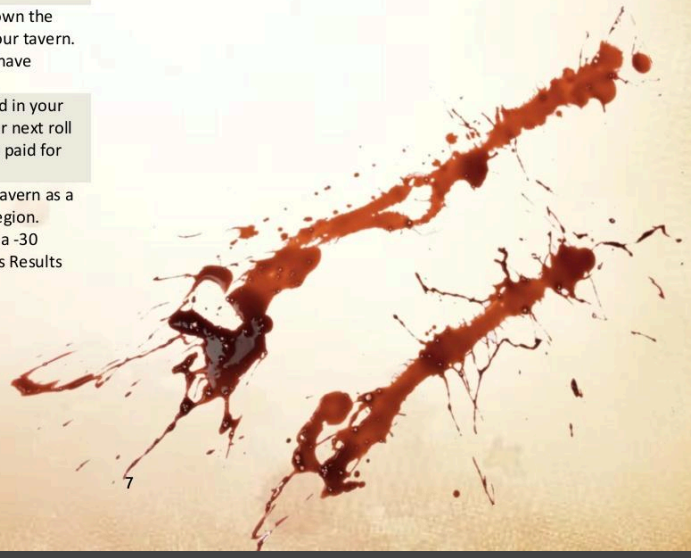
20	The local opera society chooses your tavern to host their next major production. If you accept, they pay you a 50 gp rental fee and you also gain a +10 bonus to your next roll on the Business Results table.
21	Food inspectors find evidence of poor quality produce being used in your establishment. Pay a 50 gp fine. Ignore this result if you're paying for extra service.
22	A pair of wizards fight a duel in the street and your tavern is struck by a stray lightning bolt. Pay 8d8 gp for repairs.
23	Two crews from rival merchant ships show up at your tavern and have a brawl. Pay 3d6 x 5 gp for repairs. Ignore this result if you're paying for extra security.
24	A party of cavaliers spend several days at your tavern, celebrating a recent victory. Gain a +20 bonus to your next roll on the Business Results table.
25	A food fight breaks out between two rival groups of halfling adventurers. Pay 2d4 x 5 gp for repairs. Ignore this result if you're paying for extra security or extra service.
26	Unseasonable bad weather keeps patrons away. Take a -10 penalty to your next roll on the Business Results table.
27	A band of traveling players asks permission to perform in return for tips. Gain a +20 bonus to your next roll on the Business Results table.
28	The local newspaper includes a bad review of your establishment. Take a -15 penalty to your next roll on the Business Results table.
29	You replace your chef with someone far more talented. Gain a +10 bonus to all future rolls on the Business Results table.
30	A freak hailstorm damages your roof. Pay 2d4 x 5 gp for repairs unless you have insurance.
31	A minor tremor causes some interior damage. Pay 2d6 x 5 gp for repairs unless you have insurance.
32	A local noble begins frequenting your tavern with a large entourage. Gain a +20 bonus to your next roll on the Business Results table.
33	The local historical society holds its biannual dinner at your tavern. Gain a +5 bonus to your next roll on the Business Results table (+10 if you're paying for extra service).
34	Your new barkeep is surly-tempered and upsets several regular patrons. Take a -5 penalty to your next roll on the Business Results table.
35	The closure of a local brickworks means the newly unemployed workers spend more time and money at your tavern. Gain a +10 bonus to your next roll on the Business Results table.
36	A stand-up comedy evening turns into a tavern brawl. Pay 2d4 x 5 gp for repairs. Ignore this result if you're paying for extra security.
37	A special meeting of the Magical Cultivation Society takes place at your tavern. Gain a +10 bonus to your next roll on the Business Results table (+20 if you're paying for extra service).
38	A flash flood causes major damage to your taproom. Pay 2d6 x 5 gp for repairs unless you have insurance.
39	You find a new, guild-approved provider who works at a discount. Gain +10 bonus to all future rolls on the Business Results table.
40	Members of a local dragon cult start meeting at your tavern to play dice. Take a -10 penalty to your next roll on the Business Results table.
41	Local criminals burst into your tavern after closing time, beat up the staff, and steal some of your profits. You lose 3d6 gp. Ignore this result if you're paying for extra security.
42	A **buzzkill** (see appendix C) begins haunting your tavern. Until it is banished, take a -10 penalty on all future rolls on the Business Results table.
43	The Esoteric Order of Necromancers holds a gala dinner at your tavern. Gain a +5 bonus to your next roll on the Business Results table (+10 if you paid for extra service).
44	Several **rat swarms** take up residence in your basement and run freely throughout the tavern. Until you exterminate them, take a -15 penalty on all future rolls on the Business Results table.
45	A stubborn **ogre** begins frequenting the tavern. She doesn't pay for drinks and frightens off other patrons. Take a -5 penalty to all future rolls on the Business Results table until you resolve the problem.
46	Your brewer improves your ale recipe. Gain a +5 bonus to all future rolls on the Business Results table.
47	Your barkeep, your cook, and your waiter are involved in an ugly love triangle. Things come to a head one evening and a brawl erupts. Pay 2d4 x 5 gp for repairs. Ignore this result if you have extra security.
48	Half of your staff are struck down with a mysterious illness. Take a -15 penalty to your next roll on the Business Results table, unless you're paying for extra service.
49	A bitter ex-employee sets fire to your premises one night after closing. Pay 2d8 x 10 gp for repairs unless you have insurance.
50	A feral orc **eye of gruumsh** begins patronizing your establishment, forcing other customers to leave due to the smell. Until you resolve the problem, take a -5 penalty to all future rolls on the Business Results table.
51	A pickpocket has chosen your tavern as their favored hunting grounds and people are staying away. Take a -10 penalty to your next roll on the Business Results table.

52	The annual Magnificent Moustache competition is held on your premises, to great acclaim. Gain a +20 bonus to your next roll on the Business Results table (+30 if you paid for extra service).
53	A plague of cockroaches infests your kitchen and patrons are unimpressed. Take a -10 penalty to your next roll on the Business Results table unless you're paying for preventative maintenance.
54	Two paladins get into a fierce argument and fight a duel outside your tavern, drawing a great crowd. Gain a +10 bonus to your next roll on the Business Results table.
55	A young woman claiming to be a prophet begins preaching at your tavern and draws a crowd. Gain a +10 bonus to your next roll on the Business Results table.
56	Two rival candidates for a local municipal post show up at your tavern on the same evening and a brawl erupts. Pay 1d6 x 5 gp for repairs. Ignore this result if you have extra security.
57	An elf merchant begins selling iced cream outside your tavern during a heat wave. Gain a +10 bonus to your next roll on the Business Results table.
58	Your oven cracks and needs to be replaced. Pay 20 + 1d12 gp unless you're paying for preventative maintenance.
59	A group of clerics claim that your tavern is infested by an evil presence, forcing everyone to leave while they conduct an exorcism. Take a -5 penalty to your next roll on the Business Results table.
60	A lynch mob shows up at your tavern accusing one of the patrons, a **mage**, of unspeakable crimes. A brawl erupts with the mage holding his own against the mob. Pay 2d6 x 5 gp for repairs. Ignore this result if you have extra security.
61	One evening during a full moon, someone transforms into a **wererat** while using your privy. Three people are killed, and business is severely depressed for a time. Take a -15 penalty to your next roll on the Business Results table.
62	A gnome magician begins frequenting the tavern and delights the crowd with her clever tricks. Gain a +10 bonus to your next roll on the Business Results table.
63	One of your ale vats explodes. Pay 40 + 3d12 gp for repairs unless you're paying for preventative maintenance.
64	A leaking pipe floods the basement with raw sewage. Pay 10 + 1d12 gp for repairs unless you're paying for preventative maintenance.
65	One evening a patron has an allergic reaction to the mutton stew and dies. Business is depressed. Take a -15 penalty to your next roll on the Business Results table.
66	Your barkeep interrupts three **cultists** performing a sacrifice in the back room. People flock to the tavern hoping to see a repeat performance. Gain a +10 bonus to your next roll on the Business Results table.
67	A group of black cats inexplicably enters your tavern, circles the room seven times, and then leaves. The superstitious stay away for a time. Take a -10 penalty to your next roll on the Business Results table.
68	You discover major leaks in your roof. Pay 20 + 2d12 gp for repairs unless you're paying for preventative maintenance.
69	A group of **thugs** from the local guild breaks into your tavern at midnight and tears the place apart, accruing a repair bill of 20 + 5d10 gp. A few days later the Guildmaster admits it was a mistake, but no apology or compensation is forthcoming.
70	A famous novelist begins writing her latest epic in your tavern. Her hangers-on are big drinkers. Gain a +20 bonus to your next roll on the Business Results table.
71	A notice begins circulating in the city, calling upon people to boycott your tavern due to your unpatriotic behavior. Take a -10 penalty to your next roll on the Business Results table.
72	A large, talking toad takes up residence in an alley next to your tavern, claiming to be a beautiful princess under a curse. People flock to see this fascinating attraction. Gain a +20 bonus to your next roll on the Business Results table.
73	Your tavern is selected as a polling booth in the upcoming municipal election. People vote and stay to drink. Gain a +10 bonus to your next roll on the Business Results table (+15 if you paid for extra service).
74	A press gang enters your tavern and kidnaps several patrons. Business is slow for a few days afterward. Take a -15 penalty to your next roll on the Business Results table. Ignore this result if you have extra security.
75	A firework display in the street goes wrong and your tavern catches fire. Pay 50 + 4d12 gp for repairs unless you have insurance.
76	A local gladiator frequents your establishment. A brawl breaks out one evening when someone sits in her favorite chair. Pay 3d4 x 5 gp for repairs unless you have extra security.
77	A rival tavernkeeper hires a halfling **spy** to frequent your tavern and make a nuisance of himself. He upsets patrons, "accidentally" breaks things, sneakily trips up the serving staff, and so on. Take a -5 penalty to your next roll on the Business Results table.
78	An infant **otyugh** somehow makes its way into one of your privies. Pay 10 + 1d12 gp to have it removed.

79	An adventuring party shows up at your tavern, buying drinks for everyone and regaling them with tales of their exploits. Gain a +20 bonus to your next roll on the Business Results table.
80	A merchant quietly approaches you and offers to sell you cheap, smuggled liquor. +15 to all future business results rolls if you accept the offer. At the DM's discretion, this may cause trouble with the local guilds.
81	A company of disoriented dwarf miners accidentally digs a tunnel into your tavern's basement. Pay 40 + 3d12 gp for repairs.
82	Your barkeep accidentally offends a local witch, who puts a curse on your ale. Take a -5 penalty to your next roll on the Business Results table.
83	**Pixies** begin inexplicably appearing in your tavern, flying around, playing tricks on the patrons, and causing mayhem. Take a -10 penalty to your next roll on the Business Results table.
84	A new vintage of wine proves very popular with the locals. Gain a +20 bonus to your next roll on the Business Results table.
85	A powerful wizard offers 5d6 x 100 gp for your tavern. She's very insistent that you sell, and rumors about that there's something valuable buried in your basement.
86	A group of barbarians, freshly arrived in the city, take a liking to your tavern. They pitch a tent in the common room and bring their animals inside, while drinking all the ale and refusing to pay. Take a -10 penalty to your next roll on the Business Results table. Ignore this result if you have extra security.
87	A pie seller sets up a cart outside your tavern, attracting patrons. Gain +10 bonus to your next roll on the Business Results table.
88	Heavy fog keeps patrons away. Take a -5 penalty to your next roll on the Business Results table.
89	A sorcerer from a far-off land gets very drunk and accidentally unleashes wild magic in your taproom. Pay 10 + 2d12 gp for repairs.
90	Two young nobles are racing chariots down the street when one of them crashes into your tavern. Pay 60 + 4d12 gp for repairs unless you have insurance.
91	The wake for a popular local cleric is held in your common room. Gain a +10 bonus to your next roll on the Business Results table (+15 if you paid for extra service).
92	A **coronach** (see appendix C) uses your tavern as a base to learn all the lost songs of your region. Until the undead horror moves on, take a -30 penalty to all future rolls on the Business Results table.
93	A foreign diplomat dies while drinking in your tavern, possibly a victim of poisoning. Authorities shut your tavern down for several days while they investigate. Take a -20 penalty to your next roll on the Business Results table.
94	A talking ass enters your tavern and asks for an ale poured into a bowl. He explains he's a foreign lord who's been placed under a curse. Business surges as people come to the inn to hear his tale. Gain a +20 bonus to your next roll on the Business Results table (+30 if you paid for extra service).
95	Two rival monastic schools turn up at the same time one evening and a brawl erupts. Pay 3d6 x 5 gp for repairs. Ignore this result if you have extra security.
96	A pair of bards have a musical duel, delighting the crowd and attracting patrons. Gain a +10 bonus to your next roll on the Business Results table.
97	A gnome artificer visits your tavern with a remarkable clockwork automaton in tow. The machine starts behaving erratically and eventually goes berserk, damaging the common room. Pay 20 + 1d12 gp for repairs. Ignore this result if you're paying for extra security.
98	Your barkeep gives a thirsty but destitute paladin a free drink one evening. The paladin blesses the ale vat by way of thanks, and the next batch of ale is the best anyone's ever tasted. Gain a +20 bonus to your next roll on the Business Results table.
99	Strange runes begin appearing on the furniture and walls of the common room. Patrons are scared and stay away. Take a -5 penalty to your next roll on the Business Results table.
00	A group of mimes enters your tavern and spends a few evenings entertaining the patrons. Take a -10 penalty to your next roll on the Business Results table.



Advanced Rules: Tavern Construction

The following rules allow you to upgrade your tavern using earnings from adventuring and business profits. Each new upgrade increases the overall valuation of your business and unlocks a new downtime activity for you to exploit between adventures.

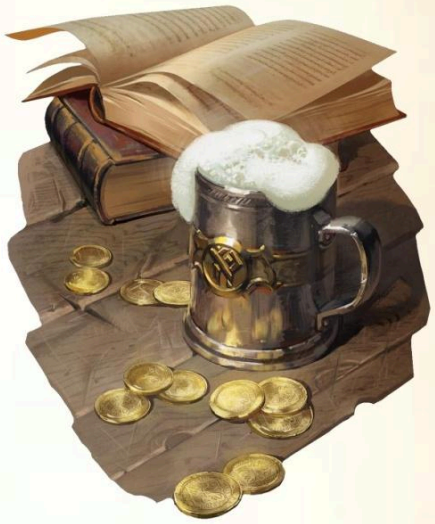
Buying Upgrades

Upgrades have three costs that represent the level of luxury afforded. A cheap taproom has spit-and-sawdust floors, worn tables, and cracked mugs; whereas an expensive taproom would have polished floorboards and crystal glasses. Spending more on upgrades improves the overall valuation of your business and thereby increases your profits. If you improve an existing upgrade, you only pay the difference in cost between the two levels. For simplicities' sake, each upgrade takes a tenday to install and only one upgrade can be developed at a time.

To start your tavern business, all you need is a taproom (minimum 200 gp). Thereafter, each new upgrade has a prerequisite; for example, to construct a coach house you must first construct a stable. To value your business, add up your valuation score and consult the following table. The quality of your establishment determines which column you use when rolling on the Business Results table.

Business Valuation

Total Valuation	Quality
1-4	Squalid
5-12	Poor
13-19	Modest
20-49	Comfortable
50-69	Wealthy
70+	Aristocratic



Tavern Upgrades

Feature	Prerequisite	Downtime Activities	Cost (gp)	Valuation (based on cost)
Beer Engine	Cellar	Beer Festival	400/650/800	+2/+4/+6
Beer Garden	Taproom	Barbecue Season	200/500/1000	+2/+4/+6
Brewery	Cellar	Brew Beer	400/650/800	+1/+3/+5
Cellar	Taproom	Smuggling	400/650/800	+1/+3/+5
Coach House	Stables	Social Connections	400/650/800	+1/+3/+5
Dancefloor	Stage	Dance Night	400/650/800	+1/+3/+5
Distillery	Cellar	Distil Spirits	400/650/800	+1/+3/+5
Feasting Hall	Larder	Banquet	500/750/1200	+2/+4/+6
Guest Bedrooms	Kitchen	Recruit Hirelings	400/650/800	+1/+3/+5
Kitchen	Taproom	Feast	200/500/1000	+1/+3/+5
Larder	Kitchen	Rare Ingredients	200/500/1000	+1/+3/+5
Lavatories	Taproom	-	200/500/1000	+2/+3/+4
Office	Taproom	Marketing	200/500/1000	+1/+3/+5
Saloon Bar	Snug	Make Contacts	500/750/1200	+2/+4/+6
Snug	Taproom	Spying	400/650/800	+1/+3/+5
Stable	Guest Bedrooms	Information Gathering	400/650/800	+1/+3/+5
Stage	Saloon Bar	Entertainment	200/500/1000	+1/+3/+5
Taproom	-	Join the Staff	200/500/1000	+1/+3/+5

Tavern Upgrades

The following upgrades are available for purchase.

Beer Engine. A beer engine is a mechanical apparatus that propels cask ale from the cellars to hand pumps at the bar. Invented by dwarves, these devices allow the busiest taverns to serve customers at greater speed.

Beer Garden. When the weather is fine, outside seating allows customers to escape the smoke and grime of the tavern interior. It also raises the respectability of your establishment.

Brewery. Brewing your own ale is a must if you want to escape the outlandish rates that private brewers charge. If your brew is good, you can even supply it to other taverns in your area!

Cellar. A stone-lined cellar allows you to stockpile wines and spirits at temperature and hold reserves of ale inside giant storage barrels.

Coach House. A coach house is the last word in lodging services, transforming your establishment into a full-blown coaching inn. This puts you on the map for wealthy customers traveling between settlements.

Dancefloor. A dancefloor fitted to your saloon bar or taproom lets your patrons revel late into the night and work up a profitable thirst! Its success depends on the quality of your minstrels, so it carries a considerable startup cost.

Distillery. A distillery allows you to distil your own brands of gin, rum, or whiskey, for sale on and off the premises. Fiery branded liquors are vital for raising your tavern's profile and boosting revenue.

Feasting Hall. If your fare is fine, investing in a dedicated seating area with table service is sure to open your establishment to the wealthier upper classes.

Guest Bedrooms. The presence of bedrooms transforms your humble tavern into an inn. Patrons can now use your establishment as a base to explore the region, turning over a steady stream of profit as they come and go.

Kitchen. All this drinking is sure to cook up an appetite in your customers! Providing food is the very first step to better service.

Larder. A storage area for wholefood supplies with a cool room for perishables. Any establishment looking to improve its fare should start with one of these.

Lavatories. Most taverns make do with an outhouse, ditch, or screened-off chamber pot for patrons to relieve themselves in. Building a lavatory indoors is the height of luxury and sure to make your tavern a talking point around town.

Office. An office provides a secure space to manage your business, containing a strongbox, writing desk, and a bookcase for ledgers and paperwork.

Saloon Bar. A separate bar for guests who are prepared to pay a little extra, with comfortable seating and table service. Saloon bars typically offer some form of entertainment to boot.

Snug. The snug, or "smoking room", is a private room for paying patrons. It's not solely the preserve of the rich: servants often pop into the snug for a cheeky drink while running errands in town.

Stable. Most taverns provide posts for hitching horses, but a dedicated stable provides extra security for patrons staying overnight. It's also an additional revenue stream: aside from basic stabling charges, patrons can pay extra for their horses to be fed and brushed down.

Stage. A stage is a raised platform for minstrels, storytellers and actors, typically nestled to one end of your saloon bar or taproom.

Taproom. The taproom is the heart of your tavern, containing your bar, a fireplace, and seating for your guests. Without this, you have no business!

Outfitting Trollskull Manor

Chapter 2 of *Waterdeep: Dragon Heist* awards players their own stronghold in the city: Trollskull Manor and its abandoned first-floor tavern. Players are encouraged to renovate the tavern and reopen it for business.

Appendix A contains a full-color map of the premises suitable for printing or digital display. If you choose to use the tavern construction rules from this guide, Trollskull Manor starts with the following upgrades after renovation:

- Taproom (Cheap)
- Kitchen (Cheap)
- Larder (Cheap)
- Cellar (Cheap)

These upgrades give the establishment a starting valuation of 4, making it a squalid business. To make it shine, the characters need to invest more coin!

Advanced Rules: Downtime Activities

The following activities are unlocked by upgrades in the "Advanced Rules: Tavern Construction" section, but the DM can choose to allow them outside of those rules if you're not using them. Some of these activities assume you're using the investment rules from "Advanced Rules: Tavern Events."

Players must choose to invest their downtime as a group i.e. characters can't split up and spend downtime on separate activities simultaneously. Some activities can only be performed a limited amount of times per tenday, as specified under the "Frequency" header. Unless specified otherwise, each day of downtime that you spend working on

these activities adds +1 to your next roll on the Business Results table.

Barbecue Season

Frequency: Unlimited **Prerequisite:** Beer Garden

The spring and summertime months are perfect for outside cooking: a spit roast perhaps, or sausages chargrilled over coals. Each day that you spend on this activity grants a +2 bonus to your next roll on the Business Results table. Due to the risk of fire, double any losses that you accrue unless you've also paid for insurance.

Banquet

Frequency: 1/tenday **Prerequisite:** Feasting Hall

Laying on a banquet for the crust of society requires careful sourcing of fine food and wines. Each banquet you host takes a day to prepare and costs 10 gp to finance. After engaging in this activity, roll percentile dice on the Banqueting table to determine the success or failure of your event.

Banqueting

d100	Result
01–10	Huzzah! Your event attracts an important figure from your local community. Unfortunately, they die the next day due to food poisoning. You're fined 3d10 x 10 gp and take a -15 penalty to your next roll on this table and a -25 penalty to your next roll on the Business Results table.
11–20	That special course you fervently promoted turns out to be infested with lice and you're forced to serve meatloaf instead. You take a -15 penalty to your next roll on the Business Results table.
21–40	One of your guests drinks too much and causes a scene. Roll a d6. On a 1-3, the guest blurts out a secret that could prove useful. The DM determines the nature of this revelation. On a 4-5, the argument gives your event a bad name and you suffer a -10 penalty to your next roll on this table. On a 6, your guest chokes on their vomit and returns to haunt your tavern as a **phantatox** (see appendix C).
41–80	You earn the favor of an influential figure from your local community. Choose a background: once in the next year, you can call in a favor with the figure to gain the benefit of the feature assigned to their background.
81–90	Your event is a roaring success and your guests shower you with tips. Your business gains 3d10 x 5 gp and you gain a +10 bonus to your next roll on the Business Results table.
91-00	This wondrous feast couldn't have gone better. You gain the benefit of both entries listed above this one (41-90).

Beer Festival

Frequency: 1/tenday **Prerequisite:** Beer Engine

Celebrate local brewers by featuring their casks in a festival of beer drinking. This activity takes a day of downtime to prepare. Roll up to 6d6 (one for each guest beer) and add the result of the roll to your next roll on the Business Results table.

However, heavy drinking invites damage. If you didn't take out preventative maintenance and extra security, you receive a repair bill equal to the sum of any matching dice you roll (e.g. rolling three 4's yields a repair bill of 12 gp).

Brew Beer

Frequency: No more than 5 concurrent batches
Prerequisite: Brewery

Brewing your own ale is a sure-fire way to turn extra profits, assuming your brew is good. Each day that you spend on this activity costs you 1 gp in ingredients (e.g. bitters, fruit, spices, coffee beans, etc). Note down the brew date and any special ingredients you included. Exactly 40 days later, roll on the Brewing Beer table to determine the results.

Brewing Beer

d100	Result
01–10	Yikes! Something went wrong with the fermentation and a dangerous mold formed on the surface. When you crack open the keg, it attacks using the statistics of a **black pudding.**
11–20	Ugh. Looks like you used contaminated yeast for this batch and all following batches. Any batches still fermenting are ruined.
21–40	Not bad, but something's not quite right. Roll a d6. On a 1-3, the brew is just okay, and you turn no profit on it. On a 4-6, it's serviceable and your business earns 1d8 x 5 gp from selling it. However, your brewery attracts the attention of a **yeastling** (see appendix C).
41–80	It's a fine, fine brew. Your business earns 2d8 x 5 gp from selling it.
81–90	Perfection! Your business earns 4d8 x 5 gp from selling this brew. Reroll any 1s you roll.
91-00	You doubt you'll ever brew anything to equal this again. It's heaven in a glass. Your business earns 6d8 x 5 gp from selling the brew, but you can't use any downtime activities during the next tenday as you're too busy enjoying your own wares.

Dance Night

Frequency: 1/tenday **Prerequisite:** Dancefloor

Turning your tavern into a dancehall improves your revenue but takes work. Each dance you host takes a day to prepare. After engaging in this activity, roll percentile dice on the Dance Night table to determine the success or failure of your event.

Dance Night

d100	Result
01–10	The dance ends in disaster as a brawl breaks out between revelers. Pay 1d8x10 gp for repairs, minus 40 gp if you paid for extra security. You take a -15 to penalty to your next roll on the Business Results table.
11–20	Your headline band fails to show so you make do with the support act. Unfortunately, they suck. You take a -10 penalty to your next roll on the Business Results table.
21–40	Your dance attracts the attention of some local hoods, who insist you pay them to provide "security" for your next dance night. The DM determines the gang involved. Until you settle the dispute, you must pay 1d6x10 gp to roll on this table.
41–80	Your dance is a great success. Your business gains 2d8 x 5 gp.
81–90	Your dance gets a positive write up in a local newsprint. Your business gains 4d8 x 5 gp and you gain a +20 bonus to your next roll on this table when using the same ingredients.
91-00	Your once-in-a-lifetime event is spoken about for years to come. Gain 6d8 x 5 gp and a +20 bonus to your next roll on the Business Results table.

Distil Spirits

Frequency: No more than five concurrent batches
Prerequisite: Distillery

Distilling your own gin or rum puts your business on the map and earns a tidy profit from other taverns in your area. Each day that you spend on this activity costs you 1 gp in ingredients (e.g. herbs, spices, fruit peel, etc). Note down the date of concoction and any special ingredients you included. Exactly 40 days later, roll on the Distilling Spirits table to determine the results.

Distilling Spirits

d100	Result
01–10	You've made concentrated methanol. Luckily for your patrons, you identify your mistake before bottling it. Not so lucky for you: make a DC 15 Constitution saving throw. If you fail the save, you're blinded until cured by a *lesser restoration* spell or similar magic.

11–20	Boom! Your still explodes! Nobody's hurt, but your repair bill comes to 3d10 x 5 gp unless you took out insurance.
21–40	Your concoction is potable but too strong for most palates. Roll a d6. On a 1-3, this batch doesn't sell so well, earning only 1d10 x 5 gp. On a 4-6, you hawk it to the dwarves and earn 3d10 x 5 gp.
41–80	It's a perfectly good batch. Your business earns 2d10 x 5 gp from selling it.
81–90	Wow. This is sublime! Your business earns 4d10 x 5 gp from selling this batch, and you gain a +10 bonus to your next roll on this table when using the same ingredients.
91-00	Drinking this gives you an epiphany that opens your mind to new ways of thinking. Your business earns 6d10 x 5 gp from selling the batch and you gain the benefit of an *augury* spell.

Entertainment

Frequency: Unlimited **Prerequisite:** Stage

Good entertainment attracts a crowd, but it can be hit and miss. Each day you spend on this activity costs 2gp. Roll a die for each day: on an odd result it adds a +1 bonus to your next roll on the Business Results table and on an even roll it adds a +3 bonus.

Feast

Frequency: Unlimited **Prerequisite:** Kitchen

The best taverns regularly offer a special menu of hearty grub to turn every meal into a feast. Each day that you spend on this activity costs 1 gp in ingredients and grants a +2 bonus to your next roll on the Business Results table.

Information Gathering

Frequency: 1 roll/tenday **Prerequisite:** Stable

Opening your inn to travelers brings news from distant lands and rumors from the road. For every day you spend in this activity, there is a cumulative 5% chance that you benefit from the effects of a *commune* spell, with the restriction that the questions you ask must feasibly be answerable through information gathering.

Join the Staff

Frequency: unlimited **Prerequisite:** Taproom

Being present for the day-to-day running of your taproom means you'll be on hand to deal with any issues your staff may struggle to resolve. Each day you spend working with your staff grants a cumulative 10% chance that you'll benefit from free Extra Security (see "Tavern Events").

Make Contacts

Frequency: 1 roll/tenday **Prerequisite:** Saloon Bar

A saloon bar attracts distinguished clientele who you can tap for useful contacts. Each day you spend carousing in your saloon bar costs you 3 gp. After engaging in this activity, roll percentile dice on the Making Contacts table to determine the success or failure of your efforts, adding a +2 bonus for every day you invested.

Making Contacts

d100	Result
01–10	Your clumsy inquiries make an enemy. This character or organization is now hostile to you. Your DM determines the offended party. You decide what you did to offend them.
11–20	Nobody you talk to yields anything of note. You fail to make any new contacts.
21–40	You make a useful contact, but they come with some baggage. You can call on this contact once to introduce you to any NPC in the middle to lower classes of your region, but they need a favor first: perhaps they're in debt with local criminals or want to go on a date with one of your friends. Your DM decides what they require.
41–80	You earn a useful contact for information gathering. You can call on this contact once to answer any reasonable question about your local region or provide simple assistance in your endeavors.
81–90	You earn a contact within a powerful organization: a guild, religious order, or government body such as the city watch, courts, or militia. Your DM determines your contact's sphere of influence. You can call on this contact once pull the strings within their own area of expertise.
91-00	You earn a contact at the highest level of the aristocracy: for example, a member of the royal family, high council, or barony. You can call on this contact once gain any assistance your DM deems appropriate.

Marketing

Frequency: unlimited **Prerequisite:** Office

Marketing can take several forms. You might print and distribute leaflets, put an advertisement in the local newspaper, or pay for the town crier to promote your tavern. Each day that you spend on this activity costs you 1d3 gp and grants a +2 bonus to your next business results roll.

Rare Ingredients

Frequency: max. 10 batches **Prerequisite:** Larder Superior

food and beverages prompt patrons to spend more and spend more often. Each day that you spend sourcing rare ingredients for your

tavern's larder costs 1 gp. After engaging in this activity, you gain one batch of rate ingredients.

You can spend one batch of rare ingredients to add a +10% bonus to any one roll on the Banqueting, Brewing Beer, or Distilling Spirits tables, or to grant a +4 bonus to your next business results roll when using the Feast downtime activity.

Recruit Hirelings

Frequency: unlimited **Prerequisite:** Guest Bedrooms

As guests come and go, you'll brush shoulders with a variety of skilled professionals: mercenaries, artisans, healers, armorers, and many more. Chapter 5: "Equipment" of the *Player's Handbook* contains costs for recruiting hirelings. Each day you spend on this activity lets you recruit a hireling of your choice for any term of service you can afford. Hirelings recruited via this activity are always trustworthy and reliable.

Smuggling

Frequency: unlimited **Prerequisite:** Cellar

A cellar can store more than just booze. If you open your tavern's trapdoor to criminal enterprise, you earn coin at considerable risk. Each day that you spend on this activity grants +4 to your next business results roll. After resolving your business results, roll on the Smuggling Table, taking a -5 penalty to your roll for every day spent smuggling.

Smuggling

d100	Result
01–10	The City Watch raids your tavern, seizes your goods, and throws you in jail. You are imprisoned for ten days and must pay a fine of 3d10 x 5 gp or face one year of hard labor.
11–20	Your smuggling operation attracts the attention of local hoods, who demand a cut of your earnings. The DM determines the gang involved. If you don't pay them 10% of your profits, they return in force to rob you of the full amount.
21–40	The City Watch sends undercover officers to spy on your premises. During the next tenday, any day you spend smuggling grants you a -10 penalty to your next roll on this table.
41–80	Everything is cool. For now.
81–90	The local cartels approve of your operation and send you a small gift of coin. Gain 1d4 x 5 gp.
91-00	One of the local crime lords invites you to a meeting to discuss business. The DM determines which faction they represent. If you impress them, you gain a +20 bonus to your next roll on this table.

Social Connections

Frequency: 1 roll/tenday **Prerequisite:** Coach House

A coach house attracts a higher caliber of guest. Schmoozing with these travelers increases your chances of climbing the social ladder. For every day you spend in this activity, there is a cumulative 5% chance that you'll receive an invitation to dine with a local lord or dignitary in your region. Consult with your DM to determine how this meeting plays out.

Spying

Frequency: 1 roll/tenday. **Prerequisite:** Snug

Your snug attracts guests who sometimes have something to hide. For every day you spend in this activity, there is a cumulative 5% chance that you'll learn some information about one of the factions in your area. Roll percentile dice on the Secrets table to determine which faction is affected.

Secrets

d100	Result
01–10	The secret concerns somebody in your own adventuring group!
11–20	You learn an interesting secret about one of the street gangs in your region.
21–40	The secret concerns a traveler passing through town.
41–80	You learn an interesting secret about another business in your vicinity.
81–90	The secret relates to a rival faction or enemy.
91-00	You learn an interesting secret about a government official, high-ranking cleric, or guildmaster in your area.

Tavernkeeper's Spotlight: Molou's Distillery

The city of Stormreach is a major site of adventure and intrigue in the world of Eberron. Situated on the continent of Xen'drik to the south of Khorvaire, this ancient ruin is now home to explorers of many nations – and Molou's Distillery.

The distillery is one of the largest employers in Stormreach, due in no small part to the huge surge in popularity that their main product, a type of gin named kurveya, has been enjoying. This potent potable has garnered fine imbibers from as far away as Sharn and the southern coast of Khorvaire. Such demand keeps the distillers extremely busy, so they've simplified their in-house sales down to just the one drink.

Even so, few people choose to drink the sickly-sweet smelling liquor direct from the distillery. Those who do often have their own demons or nightmares to escape, and once suitably pliable have been known to share their stories of what lies in the jungle outside the city. They swear that the Traveler's Curse is a given and to disrespect the jungle and its secrets is a fool's decision.

Molou's Distillery first featured in *Secrets of Xen'drik* (2006) by Keith Baker, Amber Scott, and Jason Bulmahn.

Part 2. Visiting a Tavern

"My loiter-sack companion Mirt plays this game when he goes out drinking (so, that's most nights). The rules are simple. Down at least one drink in every tavern you visit, get barred from as many premises as you can, and tug the beard of every second dwarf you see. Whoever scores the most gets a free pass on the next pub crawl. I don't think that old cumberwold has ever been beat, but I've an inkling it's because he secretly hires longbeards to line his route."

- Durnan, Proprietor of the Yawning Portal

Whenever you visit a tavern in your chosen game world, use the tables provided here to create a unique establishment with named patrons, interesting features, random events, and quest hooks. If you're running your own tavern as a business, delve into this section to inspire your own creation and populate it during play!

Tavernkeeper's Spotlight: Inn of the Welcome Wench

The Inn of the Welcome Wench is situated in the village of Hommlet in the world of Greyhawk. Long-owned by the Gundigoot family, the Welcome Wench is the center of Hommlet's social scene; nearly everyone passes through its doors at some point in the day, whether for breakfast, lunch, or a drink after a hard day's work. Due in large part to its rib-sticking fare (the poached salmon is amazing), comfortable lodgings, and reasonable prices for both, the inn is a well-known respite for adventurers.

The Welcome Wench is a sprawling edifice of stone bricks and thick wooden timbers. More than a dozen stone chimneys jut from the slate roof, with thin curls of smoke drifting away in the breeze. Inside is a large common area complete with a bar and a pair of private dining rooms. Stairs ascend to a second floor that sports over a dozen private and shared rooms as well as a larger private dining room.

The Inn of the Welcome Wench first featured in *T1: The Village of Hommlet* (1978) by Gary Gygax, the creator of Dungeons and Dragons.

Tavern Names

To determine the name of your tavern, roll or choose an adjective from the first stem and marry it with a noun from the second stem, e.g. "The Golden Bucket." Alternatively, choose two nouns from the second stem and conjoin them e.g. "The Groom and Gusset". Not all combinations work, so experiment until you find one that rings true.

First Stem

d100	Stem	d100	Stem
01	Skinny	51	Abominable
02	Bedazzled	52	Adorable
03	Tied	53	Dying
04	Steadfast	54	Smelly
05	Degenerate	55	Old
06	Silly	56	Windy
07	Tiny	57	Husky
08	Electrum	58	Filthy
09	Rainy	59	Fattened
10	Great	60	Slaked
11	Polite	61	Anxious
12	Faithful	62	Red
13	Stringy	63	Bountiful
14	Thrifty	64	Blasphemous
15	Wizened	65	Veteran
16	Plentiful	66	Burning
17	Quiet	67	Bloody
18	Pompous	68	Useful
19	Turgid	69	Cantankerous
20	Fresh	70	Blue
21	Flaming	71	Melting
22	Disgruntled	72	Boozy
23	Severed	73	Copper
24	White	74	Platinum
25	Slimy	75	Stalwart
26	Reliable	76	Crumbling
27	Chromatic	77	Twin
28	Lame	78	Metallic
29	Confident	79	Boastful
30	Thirsty	80	Flippant
31	Deaf	81	Frozen
32	Sinewy	82	Golden
33	Ignorant	83	Opulent
34	Meaty	84	Lusty
35	Clumsy	85	Rude
36	Silver	86	Beautiful
37	Graceful	87	Butchered
38	Hailing	88	Bound
39	Pious	89	Hungry
40	Tasty	90	Young
41	Moist	91	Yellow
42	Oily	92	Chaste
43	Miserly	93	Green
44	Lean	94	Black
45	Dusty	95	Wet
46	Terrible	96	Triple
47	Sleepy	97	Sordid
48	Cheap	98	Useless
49	Blind	99	Grisly
50	Rotten	00	Greasy

Second Stem

d100	Stem	d100	Stem
01	Apron	51	Baker
02	Merchant	52	Bar
03	Groom	53	Giant
04	Count	54	King
05	Unicorn	55	Table
06	Bed	56	Bride
07	Fork	57	Hag
08	Lady	58	Gusset
09	Spoon	59	Noble
10	Home	60	Lamp
11	Cart	61	Guard
12	Witness	62	Nail
13	Kobold	63	Ship
14	Father	64	Thief
15	Dog	65	Window
16	Wall	66	Barrel
17	Mother	67	Meal
18	Ship	68	Story
19	Cobbler	69	Roof
20	Countess	70	Bucket
21	Hearth	71	Mule
22	Dagger	72	Brewer
23	Hammer	73	Oaf
24	Imp	74	Dragon
25	Quill	75	Knife
26	Scribe	76	Castle
27	Leg	77	Pantaloons
28	Brother	78	Horse
29	Kitchen	79	Beast
30	Commoner	80	Wizard
31	Goblin	81	Dirge
32	Warrior	82	Cat
33	Pole	83	Mage
34	Wagon	84	Sister
35	Monk	85	Sword
36	Yard	86	Shield
37	Cooper	87	Stable
38	Boot	88	Duchess
39	House	89	Vampire
40	Mug	90	Queen
41	Boat	91	Troll
42	Song	92	Griffon
43	Parchment	93	Lord
44	Halfling	94	Elf
45	Chair	95	Priest
46	Man	96	Duke
47	Commons	97	Dwarf
48	Mouse	98	Woman
49	Plate	99	Blacksmith
50	Faerie	00	Emperor

Tavern Appearance

Tavern Quality

Roll on this table to determine the quality of the tavern and its associated lifestyle. This gives you an idea of how much the fare (or lodging, if available) might cost a patron:

Tavern Quality

d6	Quality	Associated Lifestyle
1	Squalid	7 cp
2	Poor	1 sp
3	Modest	5 sp
4	Comfortable	8 sp
5	Wealthy	2 gp
6	Aristocratic	4 gp

Squalid and Poor Taverns

Roll on this table to determine the appearance of a squalid or poor tavern:

Squalid and Poor Appearance

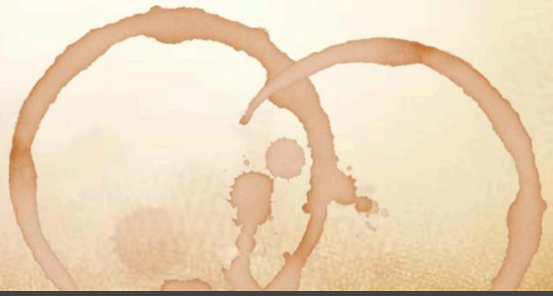
d20	Appearance
1	This abandoned warehouse has an earthen floor and only a few planks and barrels as furniture.
2	A ramshackle fishing shanty with a bar made of waterlogged wood and crates serving as chairs
3	A small fishing vessel housing a makeshift distillery and a few rickety chairs
4	Stables with a small table and a few chairs set in each stall. More than one stall still houses a horse.
5	Warehouse by day; crummy tavern by night. Service frequently interrupted by deliveries.
6	The floor of this rickety dockside house is held up by moldering beams, barrels, and bricks.
7	Hidden in the sewers, this bar reeks of excrement and the "ale" tastes even worse.
8	A priest of Chauntea runs a small brewery from his temple and pours mugs of thin ale to the poor.
9	A rundown building with disgruntled attendants and a terrible musician cranking out noise.
10	A shed in a cemetery run by a groundskeeper who refuses to disclose where he gets his booze.
11	A filthy hovel that smells like it's owned by someone with entirely too many cats (it is).
12	A third-floor apartment with weak floors that the regulars are quite good at falling through.
13	A dilapidated building owned by a stubborn woman on a street of newer establishments.
14	A dingy establishment frequented by sailors that aren't keen on land-lubbers hanging in their bar.
15	What would be considered a rather nice bar were it not located so close to the city's dump.
16	A cramped tavern that reeks of cheap perfume; it's run by men and women trying to look alluring.
17	An unkempt dive run by a married couple who literally can't stop arguing with one another.
18	Every piece of furniture in this dump looks to have been broken in a bar fight at one point.
19	A building on the edges of town run by a woman who's willing to barter for booze.
20	A bar run by children who live in an adjoining orphanage.

Modest and Comfortable Taverns

Roll on this table to determine the appearance of a modest or comfortable tavern:

Modest and Comfortable Appearance

d20	Appearance
1	A relatively nice place with fine wooden furniture, but unfortunately rude employees.
2	A large pontoon boat complete with raucous musicians, a few games of chance, and good ale.
3	A spartan establishment catering to soldiers and off-duty watch guards; lots of weapons and flags.
4	This mediocre tavern is mediocre in every way; its food, drink, décor, and staff are all run-of-the-mill.
5	A favorite of merchants, this brightly painted, two-story building is located in the trade district.
6	This three-story building is decorated with colorful banners and run by clerics of the goddess of joy.
7	A quiet, somber place made of grey stone frequented by visitors to the cemetery next door.
8	A tavern set in the upper reaches of a tree with an inappropriate amount of polished wood.
9	An exotic, one-room tavern with gauzy curtains and stuffed pillows instead of chairs; spicy food.
10	A warm, well-loved feasting hall decorated in the trappings of the owner's homeland.
11	This comfortable tea-house has entirely too much lace and no shortage of well-behaved cats.
12	This bar serves cheap and tasty fare, but unknown to the City Watch, it becomes a casino at night.
13	This brewery serves simple fare but has a wide selection of ale and mead brewed in-house.
14	This tavern is arranged to resemble a ship's deck—complete with wheel, mast, and gunwales.
15	The walls are covered with humorous caricatures of regular patrons drawn by a famous artist.
16	The interior of this otherwise run-down building is well-maintained and furnished, and the fare good.
17	Patrons of this tavern can spend 5 sp and stay the night in one of six comfy, well-appointed rooms.
18	Exotic, perfumed smoke hangs heavy in the air—likely an attempt to mask the bland tasteless food.
19	The fare in this comfortably furnished tavern is a bit expensive but is entirely homemade.
20	The furnishings here look expensive, but closer inspection reveals them to be cheap knockoffs.



Wealthy and Aristocratic Taverns

Roll on this table to determine the appearance of a wealthy or aristocratic tavern:

Wealthy and Aristocratic Appearance

d20	Appearance
1	This tavern is six stories tall, with plush and comfortable furniture. The air smells of perfume.
2	The heads of a thousand different creatures have been stuffed and mounted on the walls in here.
3	The exotic food and drink found here is served by beautiful men and women from distant lands.
4	This large, opulent ship takes its patrons on a decadent, week-long tour of the Sea of Swords.
5	This inn rests in the upper boughs of a large tree whose wood is coaxed into graceful shapes.
6	This tavern is in a magically cooled underground chamber with walls covered with glittering ice.
7	This series of extravagant crypts are connected by tunnels; the food is to die for.
8	The city's finest performers all come here to relax and perform for each other's benefit.
9	This five-table tavern operates out of the barrel room of a large, well-regarded brewery.
10	The city's elite rub elbows here over meals cooked by Nexalan chefs from far-away Maztica.
11	Getting to this drinking hall nestled in the roots of Yggdrasil involves an invitation and a planar gate.
12	This tavern is absolutely beautiful with vast expanses of glass, marble, and polished wood.
13	The lighting in this bar is low and the padded furniture mutes all but the loudest conversations.
14	An immense spherical tank containing all manners of fish sits among small, cozy, candle-lit tables.
15	Dining here occurs on low tables of polished bone while sitting on overstuffed velvet pillows.
16	The location and appearance of this tavern varies as the owners move it from place to place.
17	The tables here are made of strange, purple wood. Unbeknownst to many, it's run by a hag.
18	This expensive tavern features a number of casino-style games and the patrons drink for free.
19	This tavern is set on the roof of an expensive apartment building. Residents and guests, only!
20	For a hefty price, up to six people can ride this large carriage (featuring a bar) around the city.

Notable Features

The following tables allows you to generate a notable feature of the tavern—something that sets it apart (in either a good or bad way) from others in the area:

Notable Feature

Roll on this table first to determine which aspect of the tavern is unique:

Notable Features

d10	Type
1-2	Locale
3-4	Employees
5-6	Food and Drink
7-8	Décor
9-10	Supernatural

Tavern Features: Locale

Something about the tavern's locale is important or notable. The tavern is...

d20	Feature
1	Near a smelly portion of the town's sewers
2	Deep in gang territory
3	On land worshipped by druids
4	The hideout of a vigilante group
5	Frequently closed for repairs
6	Owned by pirates
7	Used by the government for a secret purpose
8	Built by a long-forgotten culture or race
9	Closed once per tenday for reasons unknown
10	Site of a famous disaster
11	Open to the elements in some areas
12	Frequently redesigned by the owner
13	Only accessible via tunnels or walkways
14	Used as part of a smuggling ring
15	Connected to a dungeon
16	Accessible only by invitation
17	Frequented by spies
18	Prone to shifting between planes
19	Almost as old as the city itself
20	Cursed

Tavern Features: Employees

One of the employees is unusual. The employee is...

Employee Feature

d20	Feature
1	A tremendously famous musician
2	A member of a prominent noble family
3	A member of a powerful criminal organization
4	Always inviting the City Watch to drink for free
5	Always giving left-over food to the poor
6	Master to a group of urchin thieves
7	A terrible cook
8	A veteran of a recent war
9	Prone to swear in excess
10	Eccentrically rude to the customers
11	A priest from an adjoining temple
12	One of the best singers in town
13	Indebted to a rich noble seeking to buy the tavern
14	Fearful of the City Watch whenever they visit
15	Related to the famous previous owner
16	Known for disliking members of a certain race
17	Secretly a spy for a competing tavern
18	A simulacrum of the real employee

19	Always asking patrons to watch their language
20	Outraged by anything even slightly divisive

Tavern Features: Food and Drink

The tavern's fare is unique. It features...

d20	Feature
1	A wide selection of exotic pipe tobacco
2	Dinosaurs meat from the jungles of Chult
3	Salty wine poured from a gilded conch
4	Dishes native to another plane of existence
5	A menu prominently featuring "aged" fish
6	Casks of terrifyingly strong Orcish spirits
7	Wine from the deep city of Menzoberranzan
8	Criminally expensive fare
9	Bland food sold for unreasonably high prices
10	Irresponsibly cheap fare
11	Watered down wine
12	An expansive wine cellar
13	A rothé steak that is to die for
14	Battered porcelain depicting ancient evil symbols
15	A local favorite dish cooked in an unusual way
16	Home brewed beer, wine, or spirits
17	A bottle of blood-red wine labeled "SvZ"
18	Local fare exclusively
19	Ale brewed and blessed by a local priest
20	An "original" dish also claimed by a competitor

Tavern Features: Décor

The tavern's décor is unusual. The tavern features...

Décor Feature

d20	Feature
1	An antique weapon mounted on the wall
2	A gaping hole in the roof or floor
3	A blood-stained floor
4	Flags from far-away lands
5	A mysterious trapdoor in the floor
6	An amazingly scenic view of the city
7	A dismally terrible view of the city
8	The most uncomfortable chairs ever experienced
9	Creaky floor-boards
10	Stained glass windows depicting mythical events
11	A selection of game sets (dragonchess, cards, etc.)
12	A sign reading: "No Boots, No Tunic, No Service"
13	Glass flatware with gold and mithral filigree
14	Air choked with lamp and pipe smoke
15	Trophies from a war fought long ago
16	A letter from the mayor thanking the owner
17	A bar made of a living tree
18	Furniture and fixtures made entirely of stone
19	A petrified halfling bearing a sign reading "Oops"
20	A pit filled with small, dangerous creatures

Tavern Features: Supernatural

The tavern has a supernatural trait, such as...

Supernatural Feature

d20	Feature
1	A plaque honoring a terrible event in history
2	Candles shedding ghostly pale white light
3	A secret cult that meets every other tenday
4	A skeletal cat skulking about the place
5	A fireplace lit with rainbow-colored flames
6	An undead servitor
7	A foul-mouthed, fiendish parrot
8	Inexplicable lights floating in an unused room
9	The sealed entrance to temple of an evil deity
10	A child that "sees" despite having no eyes
11	A jar containing a hand that occasionally twitches
12	The ghostly crew of a long-lost ship
13	An expansive library of occult tomes
14	A fist-sized stone that glows with sickly light
15	A bottle labeled "Demon Ichor; Don't Drink"
16	The ghost of a long-dead drunkard
17	Haunting music with no discernable source
18	Walls covered in mold and mildew
19	The stuffed and mounted head of a monster
20	The restless spirit of the victim of a brutal murder

Theater Plays

Faerûn has a rich body of dramatic works, some of which have endured for thousands of years. The following plays and musicals remain popular across the continent:

"Bellagar the Black Dragon"
"Death of a Guildsman"
"King Helcantur the Doomed"
"Waiting for Gobbos"
"Rorold the Lusty"
"The Taming of the Grue"
"Five Fallen Thrones"
"Arcana and the Man"
"Aballar the Mighty"
"A Chariot Named Doom"
"Seven Swords Snarlclash"
"Elminster and Mordenkainen"
"Harl the Serpent"
"Rakshasas"

Tavern Entertainment

Singers, dancers, jugglers, players—all of these and more find a willing audience within the cheerful walls of your local tavern. Roll on the following table to determine who's playing tonight.

d10	Act
1	A band of roving halfling players who perform the great tragedies at record speed with the help of an amazing props trunk.
2	A group of tabaxi tumblers who wow the crowds with feats of extraordinary agility, balance, and flexibility.
3	A foul-mouthed bard who sings bawdy songs.
4	An elf poet accompanied by a small faerie dragon who recites sonnets about the Days of Thunder.
5	A blind dwarven skald who sings haunting ballads while plinking at an old dulcimer.
6	A fat, witty jester who insults the crowd while juggling knives and firebrands.
7	A joyous minstrel singing merry tunes without accompaniment about everyday life and love.
8	A group of half-orc mimes delighting the crowd with their clever and comedic routines.
9	A group of dusky-haired barbarians, performing traditional folk dances.
10	A young and bright-eye storyteller, regaling the tavern with modern tales of bravery.

Tavern Songs

Taverns are noisy places and the patrons often sing popular tunes. The following songs may be heard in taverns across Faerûn:

"It's a long way to Nyanzaru"
"All I need is a Friend and a Jug"
"Cherlrigo's Darkness"
"Crying To My Harp"
"Ga Nomes"
"Good Coin for my Beer"
"If Wishes were Griffins then Paupers would Fly"
"I'm Quite the Red-Roof Girl"
"Jonstan the Rover"
"Lay of the Purple Dragons"
"Pass me the Rosy Bowl"
"Saga of the Dragon Queller"
"Seven Satraps"
"Starfall Pool"
"Ten Nights of Drinking"
"The Cormyte's Boast"
"The Knights of Dragon Down"
"The Warlock King"
"Three Merry Sorcerers"
"Upsen Downs"

Tavern Fare

What's on the menu? Roll a d20 three times to determine what dishes comprise your menu today.

d20	Dish
1	Pot Pie
2	Poutine
3	Fish and Chips
4	Plaited Black Bread
5	Meatballs
6	Goulash
7	Fish Pie
8	Scotch Eggs
9	Dumpling Soup
10	Roasted Vegetables
11	Waffles
12	Chocolate Cake
13	Chips
14	Baked Potatoes
15	Fried Onion
16	Flatbread
17	Garlic Fries
18	Corned Beef and Cabbage
19	Kebabs
20	Porridge

Tavern Patrons

On any given night, your characters might share the taproom with all manner of interesting folk. Roll on the following tables to determine who's on the rail with them.

Aristocratic Inn or Tavern

Aristocratic establishments cater to the richest patrons and often offer posh private dining rooms and the best of sleeping accommodations. Imported spirits, fine dining, and discretion are all to be expected.

Aristocratic Patrons

d6	Patron
1	Lilbona Arven (CN female half-elf **spy**) strikes up a conversation with anyone nearby, asking about their lives and enquiring about the quality of the rooms in the inn. She's secretly looking for marks whose rooms her partner Milicetta can rob while she distracts them.
2	Milicetta (CN female human **master thief** – see *Volo's Guide to Monsters*) quietly sits in the corner observing the room. She watches for patrons who are especially inebriated and then tries to lift their purses and room keys.
3	Iraj (N male human **noble**) is a wealthy Calishite textile merchant on a business trip to lock down several trade deals. He has a weakness for a good pipe and is friendly to the well-traveled, with whom he gladly swaps tales of the road.
4	Tong Gao (LN male **hobgoblin iron shadow** – see *Volo's Guide to Monsters*) quietly drinks tea while studying an unfamiliar game board from Kara Tur and considering strategies. He sees board games as practice for the art of war and enjoys deep philosophical discussions about the nature of violence.
5	Ailia Aefiir (LG female elf **knight**) is an agent of the Masked Lords (or another appropriate agency in your campaign). She knows that one of the patrons is an assassin and is trying to figure out who it is. Adventurers are known to be trouble and are at the top of her suspect list.
6	Bacco the Knife (CE male gnome **assassin**) has been sent by one of the group's enemies to murder them for a past slight. He poses as a flamboyant hat salesman to get close to his marks.

Wealthy Inn or Tavern

These establishments attract rich and respected patrons: business owners, guild artisans, mages, and veteran adventurers. The premises aren't quite plush enough to draw in the aristocracy, but you're almost guaranteed to receive good fare and custom.

Wealthy Patrons

d6	Patron
1	Grumbar Backcracker (CN male half-orc **veteran**) was a local athlete of some renown until an injury ended his career. He's still saving up to pay for the magical healing to correct that injury and spends most of his time retelling his glory days. Grumbar tracks any important people who pass through town, as he considers anyone with any semblance of celebrity "his people".
2	Ahvian Aloro (NG male elf **commoner**) is a friendly gemologist with short white hair and ever-present pince-nez. He can identify specific gemstones on sight and is well versed on their arcane uses. Ahvian is easy to engage in conversation and always willing to share his knowledge with adventurers. He speaks Terran fluently and has more than a passing knowledge of the elemental plane of earth.
3	Melech Mayhem (CN male tiefling **transmuter** – see *Volo's Guide to Monsters*) uses magic to hide his fiendish appearance behind a different identity each night. Even so, he can't resist the temptation to drop details he learned in previous conversations when he was in a different form.
4	Kylet Wyrmbreeder (NE male human **cult fanatic**) is secretly a former member of the Cult of the Dragon. He hides his disappointment over his cult's failures well, but after several drinks may share something of his vast knowledge of dragons. He's fascinated by any dragonborn characters.
5	Elwyn Nightblossom (CG gender neutral elf **mage**) wears rigid leather armor that hinders them from utilizing their magic. Having retired after a terrible arcane accident, Elwyn drinks to forget their past. Elwyn often rambles on about former adventures, but the regulars usually dismiss the stories as fanciful.
6	Stumble Treekeeper (NG female gnome **bard** – see *Volo's Guide to Monsters*) is an informant for the Harpers who performs in taverns across the land. Her rumors lure adventurers into aiding the Harpers' causes without them being aware of their involvement.

Comfortable Inn or Tavern

Something about these establishments puts them a cut above the norm: a plush saloon bar, perhaps, or a regular line-up of talented entertains.

Comfortable Patrons

d6	Patron
1	Orsik Torevir (CN male dwarf **war priest** - see *Volo's Guide to Monsters*) is a solitary adventurer and the sole survivor of his adventuring party. He's a mainstay of the bar, but typically refuses to talk to others, keeping the horrors he's seen to himself.
2	Sariel Yaeldrin (N female half-elf **diviner** - see *Volo's Guide to Monsters*) is a friendly soothsayer with long hair and green eyes. For the price of a drink she'll use her magic to tell the fortunes of those that are interested.
3	Kantali Germain (NG female human **bard -** see *Volo's Guide to Monsters*) is a force of personality among the patrons, always ready with a witty retort or complement. Her sonnets often leave her listeners with tears in their eyes due to the beauty of her words.
4	Tessa Rigland (NE female half-elf **spy**) is a mid-level agent of the Zhentarim who keeps tabs on visiting adventurers and feeds the information back to the "family". She appears underaged but is older than she looks.
5	Marge Scrivener (LN female human **commoner**) is a stern older woman who abhors drinking except for religious purposes. She'll prattle on about the dangers of intoxication and is especially likely to accost dwarves.
6	Tamik Toothbreaker (N male half-orc **gladiator**) is charismatic former pit fighter who nowadays makes his coin though nonmagical sleight of hand and prestidigitation. He can usually be found performing card tricks at the end of the bar.

Modest Inn or Tavern

A broad variety of establishments fit this band: from your average roadside waystation to your middling city public house.

Modest Patrons

d6	Patron
1	Khaelgel (LG male dwarf **veteran**) is drinking with his mining brothers Snalgid and Sigfrid in celebration of a successful find. They struck a silver vein in a nearby mine and have decided to spend a little of their anticipated fortune before getting down to work.
2	Vaxarif (CG male elf **illusionist** – *Volo's Guide to Monsters*) works a few minor illusions to entertain the crowd. He isn't being paid but accepts tips and might drop a few rumors about a nearby dungeon or ruin in return. For a 10 gp fee, Vaxarif allows spellcasters to copy from his traveling spellbook if they're capable of doing so. His book has the spells listed in his stat block.
3	Wincleff Jango (NG male human **commoner**) sits in a shadowed corner reading a book by candlelight. This old man isn't looking for company but is easily won over if bought a drink or two. Jango has lived in the area all his life and knows all the locals, rumors, and locations that the characters might be looking for. Even if he doesn't know, he has an idea where to look.
4	Cintrucia Bentboot (CN female half-orc **thug**) has had a few too many ales and is looking for something to punch. Anyone that looks her way strikes her as a good face to start with.
5	Dripping Rain (CG female tabaxi **tribal warrior**) takes an interest in one of the character's fashion and begins asking questions about their manner of dress. She's particularly enamored with handling ribbons or fringes.
6	Samelu de'Sain (NE male human **cult fanatic**) is a worshipper of Talona. He's here to meet a seller of rare poisons, but when they don't show he mistakes one of the characters for them.

Poor Inn or Tavern

These establishments are somewhat sub-par: perhaps the owners are struggling financially and can't afford the best fare, or they're situated on the wrong side of town. Whatever the reason, they have one benefit – they're cheap!

Poor Patrons

d6	Patron
1	Gideon Burkethorn (CG male human **berserker**) is a burly laborer who celebrates the end of each workday with several ales. He never stays past 10 bells and has never missed a day of work because of his revelry.
2	Flynn Belai (N male human **swashbuckler** - see *Volo's Guide to Monsters*) is a retired sailor with a wooden peg in place of his right foot, a hook fixed to the stump of his right hand, and an eyepatch over his mangled right eye. The regulars call him "lefty", much to his chagrin.
3	Stout Grumbleforge (NG male dwarf **veteran**) is a former adventurer suffering from mange. His knowledge of stonework is rivaled only by his anger when someone confuses him for a burly gnome.

4	Pip Mallowweed (CG female halfling **veteran**) is a young, melancholy, former adventurer who drinks to forget the time and party members he lost in Barovia. He'd rather pay to sleep on the taproom room than leave at night when fog has rolled in.
5	De'lia Llowellyn (NG female drow **scout**) is a striking beautiful drow who claims to be horribly scarred, so she can live among the common folk without being judged. Bandages cover her face and hands.
6	Belorin Underbough (CG male halfling **commoner**) is a tallish halfling whose clothes are often covered in flour and honey. He is a baker whose specialty is honey cakes. The recipe is a family secret from his cousins in the Hillsfar area of the Moonsea.

Squalid Inn or Tavern

These wretched establishments offer little accommodation beyond the floor of the common room, if they even allow that. The beer is thin, and the spirits can be used to strip paint. Food, if available at all, is the cheapest possible.

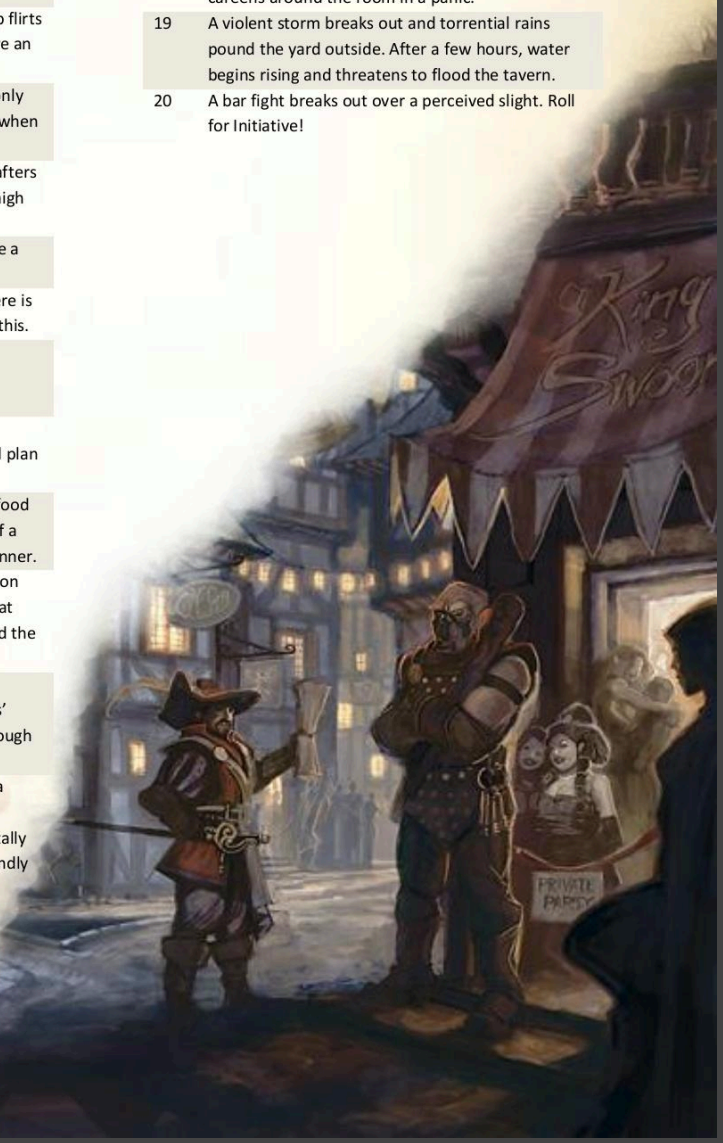
Squalid Patrons

d6	Patron
1	Engelbart Dewbelly (CN male halfling **commoner**) borrowed from a local criminal to bet on a horse race and lost big. He needs 50 gp by tomorrow, but only has a few pennies to his name and is drinking himself into a stupor to avoid thinking about his dangerous situation.
2	Ozgerid Shadowcloak (CE female tiefling **spy**) offers to sell the characters a packet of powdered silkroot for 10 gp. She's also interested in marketable secrets and pays up 5 gp for any rumor she believes to be both useful and truthful.
3	Patrido (CN male human **bandit**) offers to buy a character an ale. The ale is spiked with narcotics: if the character drinks any of it they must succeed on a DC 10 Constitution saving throw or become poisoned for one hour. If the character becomes sick, Patrido helps them outside, where he tries to rob them.
4	Tharkisa Pirani (LE female **wererat**) sits by the hearth nibbling on a heel of bread and a piece of cheese. She isn't looking for trouble but is hungry for blood and looking for her next opportunity to feed.
5	Tibal Ragesworn (CG male human **berserker**) drunkenly sings to a **wolf** curled up at his feet. To him, every drink is vintage and every day a celebration. Sing along or risk angering him!
6	Watch Sergeant Urania (LG female human **veteran**) is off duty and looking to relax. If the characters are wanted for any crimes, she ducks out as soon as it's convenient and brings back six **guards** to arrest them.

Tavern Events

You never know what will happen each night at the tavern. Below are just a few possibilities to spice up your game.

d20	Event
1	An intoxicated patron knocks over a lantern and sets the bar on fire.
2	A mysterious new patron enters the tavern. Roll on the appropriate Tavern Patrons table.
3	A patron appears to pass out and fall to the floor but is soon revealed to be dead! They've been poisoned!
4	An amorous patron looking for companionship flirts with everyone in the tavern. Perhaps they have an ulterior motive?
5	The bartender is overcharging for drinks and only delivering half of the change patrons deserve when they settle their tabs.
6	An intoxicated patron tries to climb into the rafters to pull down the stuffed bear head mounted high above the hearth.
7	A storm brews up outside and high winds drive a tree branch through one of the windows.
8	A patron enters wearing a horse costume. There is no obvious reason why they should dress like this.
9	A family with six unruly children enters the establishment to order food. The children run rampant and make a nuisance of themselves.
10	A patron enters looking to start up a game of chance. They carry a pair of weighted dice and plan to cheat.
11	A beggar beseeches the patrons to buy them food and drink. The tavernkeeper drives them out if a character doesn't volunteer to pay for their dinner.
12	A local investigator dressed as a common patron pokes around the tavern. There are rumors that the tavernkeeper is up to something illegal and the Watch is taking its duty seriously.
13	A pack of stray dogs runs through the tavern, jumping over tables, dashing between patrons' legs, and stealing food before running out through the kitchen.
14	One of the patrons starts reading aloud from a tome that they purchased from a wandering bookseller. If no one intervenes, they accidentally summon a **spined devil**, which doesn't take kindly to the rude interruption.
15	A wealthy-looking patron offers to buy a round of drinks for the entire tavern. They try to skip out on the bill a few minutes later.
16	A young couple gets into an argument over one of their children and a potato. The argument doesn't seem to make sense, but the couple is clearly incensed with each other.
17	Something's wrong with the pub fare. Anyone who eats it must succeed on a DC 12 Constitution saving throw or become poisoned until the end of their next long rest.
18	An intoxicated patron steps in a spittoon and careens around the room in a panic.
19	A violent storm breaks out and torrential rains pound the yard outside. After a few hours, water begins rising and threatens to flood the tavern.
20	A bar fight breaks out over a perceived slight. Roll for Initiative!



Tavernkeeper's Spotlight: The Laughing Goblin

The Laughing Goblin lies in the ramshackle town of Phlan on the northern coast of Faerûn's Moonsea. It's been a mainstay of the town for centuries and has seen its fair share of owners and staff (including the famed adventurer Ren o' the Blade). It's famed for its cabbage soup: a hearty stew that adventurers traditionally eat before trekking into the northern wildlands in search of treasure and glory. When the green dragon Vorgansharax recently seized control of the town, the feisty human Imizael allowed the great factions of Faerûn to utilize her tavern as a base of operations to overthrow the Cult of the Dragon.

A common room dominates the ground floor, with a half-dozen smaller, private rooms upstairs. The large window at the front of the inn was destroyed during the sacking of Phlan and replaced by three smaller windows. A small plaque honoring the previous owner, "Markoth Hasselpond", is bolted to the wall beneath the center window.

The Laughing Goblin was introduced in the novel "Pool of Radiance" by James Ward and Jane Cooper Hong (1987).

Tavern Adventure Hooks

It's universally acknowledged that adventurers like to unwind in taverns between exploits. It's little wonder, then, that those needing the services of an adventuring party generally seek them out at the local bar.

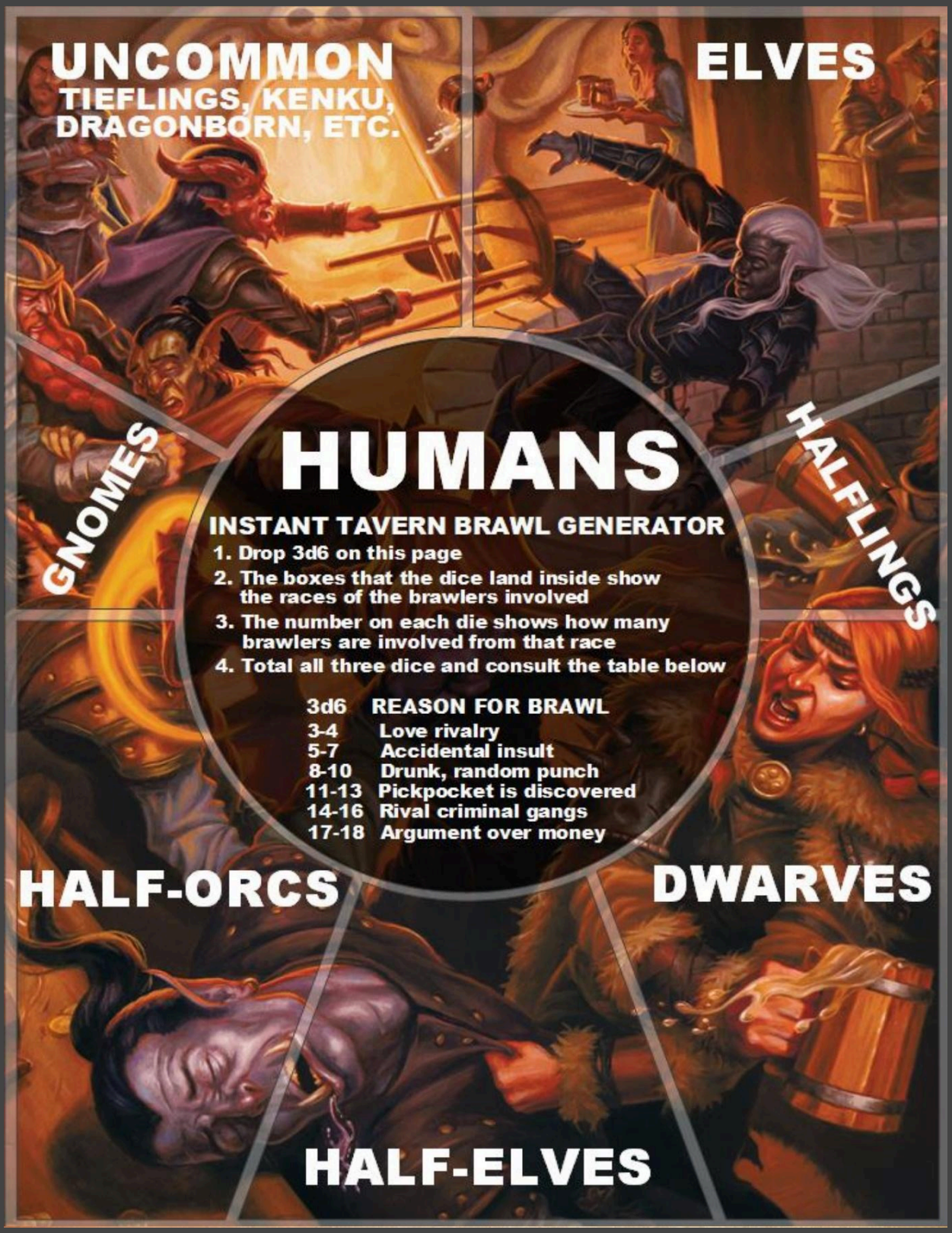
The following table allows the DM to quickly find a hook for a new adventure set in or around the tavern. Each hook has two parts; the patron and the mission. The patron is responsible for explaining the mission to the party. In most cases, the patron approaches the party directly with the proposal, but sometimes they act via an agent. The mission is the goal of the adventure. Achieving the mission usually means receiving a reward from the patron.

Roll percentile dice on the following table to find your next adventure hook:

Adventure Hooks

d100	Result
01-02	A brooding pirate wants a rival assassinated. The target is staying in one of the rooms tonight.
03-04	The prickly emissary of a foreign noble wants documents stolen from a visiting cleric.
05-06	An agreeable sage wants to sponsor a team of adventurers in an upcoming tournament to be held tonight in the tavern.
07-08	A gracious merchant needs her nephew escorted to a nearby town. Unfortunately, he gets blind drunk and is kidnapped while using the privies.
09-10	A cold-hearted explorer wants to prevent delivery of supplies from reaching a competing explorer who is staying in the inn.
11-12	A shrewd priest wants a sacred artifact guarded while he performs an important ritual in his room.
13-14	A nervous ambassador needs someone to retrieve the signet ring of a deceased colleague from her robbers.
15-16	A befuddled political zealot wants the local lending library destroyed.
17-18	A proud nobleman needs someone to rescue his firbolg majordomo from a group of over-enthusiastic monster hunters.
19-20	A tranquil mystic wants a group to explore the tavern's cellars as she believes they were built atop a place of great power.
21-22	A whimsical wizard wants someone to kill a silver dragon who recently insulted her. She believes it's masquerading in the form of the barmaid.
23-24	A proud guildmaster needs someone to destroy the tavern, as it's been trading without paying guild fees.
25-26	A mischievous prince wants someone to retrieve a relic he needs to be coronated. He believes it's now carried by a merchant in the tavern.
27-28	A loathsome steward requires someone to ask around and gauge the sentiment toward the ruling family. Any dissenters must be punished!
29-30	An obnoxious crime boss needs someone to prevent his overzealous daughter from assassinating a visiting crime boss.
31-32	A gregarious monk needs someone to prove to the innocence of his protégé, who is being escorted to trial.
33-34	A prickly moneylender needs someone to help her escape from her creditors.
35-36	An aggressive warrior needs someone to ambush his stolen airship as it passes a nearby spire.
37-38	A demanding magistrate needs someone to intercept a valuable stolen medallion before it crosses hands in the tavern.
39-40	An eccentric exchequer needs someone to vanquish a vengeful spirit that is haunting a family heirloom.
41-42	A foolhardy alchemist needs someone to deliver the ransom for her stolen alchemical tomes to some quarrelsome thugs.
43-44	An illustrious coroner needs someone to prevent a nefarious necromantic ritual from taking place tonight in the tavern.
45-46	A renowned musical group needs someone to protect a magic flute from a notorious thief who has pledged to steal it.

47-48	A delusional lord requires someone to steal a magical folio from the knapsack of a fierce sorcerer and substitute it for a fake one.
49-50	A reckless alchemist wants someone to steal the map of a mine from a group of miners, so she can locate a magical lodestone.
51-52	A celestial princess wants help fulfilling a divine prophecy which is due to play out tonight in the tavern.
53-54	A capricious artificer wants help taking revenge against the rival who murdered his colleague and stole his finest invention.
55-56	A spiteful witch wants someone to spy on the coven that recently expelled her from its membership.
57-58	A rude bard wants assistance in exposing the criminal behavior of the local poet laureate.
59-60	A desperate half-orc wants someone to remove the curse afflicting his family by destroying his adversary.
61-62	A melancholic clown wants someone to pull up the tavern's floorboards and retrieve the talisman that will restore his family's fortune.
63-64	A repentant fiend wants someone to kill a travelling warlock and thereby free a fey village caught under her spell.
65-66	A panicked poet reveals that the tavern has slipped between worlds. Another visitor knows how to send it home, but their price for doing so is high.
67-68	A character's reflection whispers to them, revealing that it's trapped within the mirror and can only be freed via a fey ritual.
69-70	A jealous pastry chef needs somebody to sabotage the work of his rivals in an upcoming cookery contest.
71-72	An impatient sleuth needs someone to help him fit a boot to the other patrons so he can identify a bank robber.
73-74	A whimsical artist has realized that whatever she paints tends to come true. She needs help escaping a greedy baron's men.
75-76	A cruel hag bursts into the tavern with her scarecrows and threatens to eat one patron per hour until her escaped pixie servant is returned to her.
77-78	A wearisome magister needs someone to gather evidence that a travelling heiress is secretly an imposter.
79-80	A diplomatic elf warlock believes that the tavern is an illusion masking the infernal bank vault where her soul is imprisoned.
81-82	A sickly caravaner wants someone to finish his delivery, but is unaware that his cargo contains hidden armaments for local rebels.
83-84	A scheming dwarf scholar wants someone to take his place in a quiz to draw out an assassin who's marked him for death.
85-86	A wanted gnome inventor needs volunteers to help test his latest contraption before the City Watch catches him.
87-88	A careless merchant wants to sponsor fighters for a secret barefist boxing match taking place tonight in the tavern's cellar.
89-90	A prudish scholar of the arcane arts wants someone to persuade her runaway students to return to her class.
91-92	A venomous solicitor wants someone to manufacture a case against her previous client, who is staying overnight in the tavern.
93-94	A lisping gnome wants volunteers to investigate a painting hanging in the tavern which he believes is a portal to the feywild.
95-96	A grumpy brewer wants someone to find out the secret ingredient to the tavern's ale.
97-98	A chess piece reveals itself to be a knight transformed into a figurine by the cruel mistress who owns the set.
99-00	A plain-speaking half-orc bounty hunter wants assistants to investigate a murder in the alley outside.


UNCOMMON
TIEFLINGS, KENKU, DRAGONBORN, ETC.
ELVES
GNOMES
HUMANS
HALFLINGS
INSTANT TAVERN BRAWL GENERATOR
1. Drop 3d6 on this page
2. The boxes that the dice land inside show the races of the brawlers involved
3. The number on each die shows how many brawlers are involved from that race
4. Total all three dice and consult the table below
3d6 REASON FOR BRAWL
3-4 Love rivalry
5-7 Accidental insult
8-10 Drunk, random punch
11-13 Pickpocket is discovered
14-16 Rival criminal gangs
17-18 Argument over money
HALF-ORCS
DWARVES
HALF-ELVES

Tavern Brawls

A tavern brawl is an explosive way to start an adventure: giving players an opportunity to roll some dice and show off what their characters are made of in combat.

The "Instant Tavern Brawl Generator" is a useful tool cooking up a bar fight on their fly. To make the fight suitably chaotic, delve into the "Tavern Brawl Complications" table below during play.

Tavern Brawl Complications

A bar fight is a chaotic scene where just about anything can happen. At the end of each character's turn, roll on this chart to add additional complications to the fight.

d20	Complication
1	A thrown tankard collides with your head. Succeed on a DC 10 Constitution saving throw or be stunned until the end of your next turn.
2	You slip in someone else's fluids. Succeed on a DC 10 Dexterity saving throw or fall prone.
3	Believing you're in the right, a helpful patron aids your first attack next round.
4	Someone throws a tankard of high proof spirits into the hearth. Anyone within 10 feet of the hearth must make a DC 10 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, and half as much fire damage on a miss.
5	Someone smashes a lantern over your head. You take 2 (1d4) bludgeoning damage and must succeed in a DC 13 Dexterity saving throw or catch fire. While aflame, you take 5 (2d4) fire damage at the start of each of your turns until you or another creature uses an action to extinguish the flames.
6	A large bowl of hot stew flips into the crowd. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn.
7	The tavern dog is startled by the fighting and lashes out at you in fear. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.
8	A table gets shoved into you from behind. You must succeed on a DC 10 Strength saving throw or be knocked prone.
9	One of the brawlers is a bard and randomly chooses to give you bardic inspiration (1d6) as they sing a fighting song from the barbarian northlands.
10	One of the patrons is impressed with your fighting style and offers to buy you a drink if you survive the fight.
11	Friendly fire is always a danger. Your nearest ally must succeed on a DC 10 Wisdom saving throw or mistake you for an enemy on their next turn.
12	Splinters of broken glass shower you. You must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) piercing damage.
13	A tray of food lands at your feet making your footing dangerous. Your enemies have advantage to attack you until you move.
14	Someone throws water in the hearth and plunges the room into darkness.
15	A wizard tries to end the fight by casting a *web* spell over the combatants (DC 12 Dexterity saving throw to avoid).
16	The tavern cat takes a liking to you and flies at one of your foes with claws out. Make your next attack against that foe with advantage.
17	Broken furniture litters the floor, creating difficult terrain in a 5 ft. radius around you.
18	Your nearest foe passes out from drunkenness.
19	A potion bottle clatters to the floor nearby. If you drink it immediately, roll a d6. On a 1-2, you are healed 2d4+2 hit points; on a 3-4, you belch out a 15-ft cone of cold, dealing 3 (1d6) cold damage to all creatures in the area who fail a DC 12 Constitution saving throw; on a 5-6, you take 7 (2d4+2) poison damage. If you not consumed immediately, someone accidentally steps on the potion and destroys it.
20	Someone tries to throw you out of a window. You must succeed on a DC 15 Dexterity saving throw or be knocked prone outside the tavern!

Tavernkeeper's Spotlight: The Shady Dragon Inn

The Shady Dragon is one of the original D&D taverns; catering to its own Adventurer's Guild and providing a playground for storytelling and the acquisition of new companions. It's particularly known for welcoming all races, classes, and levels of expertise. This diverse crowd has led to many adventures without ever travelling beyond its tavern yard.

Opened by the halfling fighter Sam Smallsole in an unspecified world, the tavern hires down-on-their-luck adventurers looking to earn a little coin, or just hoping to settle down and retire. Currently in Sam's employee are two human barmaids Gwynne Cutpurse and Ariadne Beornsdottir, a clerical cook Friar Fergus, and the elf ostler Lachlan the Warrior, who is both a ranger and wizard.

The Shady Dragon Inn first featured in *AC1: The Shady Dragon Inn* and was developed further in an article by Carl Smith in a 1983 issue of the Polyhedron Newszine.

Part 3. Creating Tavern Ambience

"Ah, the tavern knows. You've fallen into a fair few in your time, I'll wager, probably been thrown out of a few more too. So maybe you've heard it. Not after your first ale, which does little more than wet the whistle, nor after the second, which stokes the coals in your belly. No, you'll feel it after the glorious third or fourth. It watches you through the cracked glass behind the bar, sniffs at you through the pipe smoke, touches you with its songs. The tavern knows. And if you give into it, you'll know it too."

- Durnan, Proprietor of the Yawning Portal

Bring the feel of a tavern to your own gaming table with customized background music, tavern food, and fun games you can play with your friends using dice!

Tavern Games

Dice Games Terminology

All tavernkeepers should be familiar with the following common terms:

Ante. An initial wager made by each player.

Box. A cup used for throwing dice. The thrower places their dice in the cup, covers and shakes it for a few moments, then slams it down on the gaming table, lifting it to reveal the dice.

Throw. To roll the dice.

Thrower. The player currently rolling the dice.

Mark. A neutral roll that wins nothing but allows the player to continue to roll.

Nick. A winning roll.

Out. A losing roll.

Pot. The total amount of money wagered by all players in the game. This money is often stored in an actual pot.

Sharper. A professional cheat.

Cheating at Dice

Cheating at dice is as old as dice itself. Some disreputable characters have contrived to establish a livelihood by cheating, and a comfortable one too.

All tavernkeepers should be familiar with the following common methods of cheating:

Mismarked dice. These dice are marked with multiple numbers. For example, two faces might be marked with sixes. This is a dangerous method of cheating as the mismarked dice can be easily detected by inspection. However, a clever vagabond will be able to use sleight-of-hand and a regular set of dice to avoid problems.

Shaved dice. One common practice amongst the dishonest is to shave one face so that the die is no longer a perfect cube. The shaved face and its opposite will show more often.

Topping. A method of cheating using a dice box. The thrower pretends to put both dice in the box but in fact palms one of them. When the box is slammed on the table, the palmed dice is also released with the desired face up

Weighted dice. Dice may be weighted by drilling out one of the pips and filling it with quicksilver, then covering it with pitch. The opposite face will then tend to show more often.

Chimeras Chance

This simple game is shunned by serious gamblers but is popular amongst casual players all over the North. Players take turns throwing three dice. The first player to throw three-of-a-kind (called a "chimera") wins the game and takes the pot. If the total number of pips shown is 15 or greater, or 6 or fewer, this is called "iron tails". In a common variation, throwing iron tails also wins the game.

Dragon Flight

This may be the most widespread dice game in Waterdeep, and perhaps all the world so far as I know. It's a favorite amongst casual gamers but is played by some serious gamblers in the City of Splendors.

The game is played with five dice, and the purpose is to create as many matching faces as possible. On your turn, throw all five dice. You are permitted two rethrows, which allow (but don't oblige) you to reroll any of your dice.

After each player has had their turn, the player with the best roll wins, according to the following table:

Dragon Flight	Five of a kind
Hydra	Four of a kind
Rampage	Pair + Three of a kind
Chimera	Three of a kind
Ettin Heads	Two pair
Bugbears	One pair
Goblin Toes	No matches

As can be seen, each of the combinations has its own name. By tradition, observers will call out the name of the combination as it happens. There is typically much excitement when someone throws a "Dragon Flight".

Ettin Heads

This simple game is very popular amongst goblinoids, possibly because it's the only game they can understand. It's also common amongst the lowest ranks in Waterdeep, such as rogues, ruffians and ragamuffins.

Play begins with everyone placing a coin in the pot. On your turn throw all four dice. If you throw a single pair (e.g. 4-4-2-6), the cry is "Bugbears!", and you must put an additional coin in the pot. If you throw two pairs (e.g. 2-2-4-4) the cry is "Ettin Heads!", and you take the pot.

Fool's Gauntlet

This game was once very widespread in Waterdeep but has dropped off in recent years. It's still played in some of the upper-class taverns.

You get one turn in the game and can make as many throws as you wish. For each throw, you may roll up to five dice. The results are scored as follows:

- 1,2 or 3 is a "point" and is worth one point.
- 4 or 5 is a "mark" and is worth no points.
- 6 is a "strike".

You may then throw again as many times as you wish, or you may pass. Keep a running total of all strikes and points scored. If you get three strikes, you're out of the game. If you pass, your turn is over.

The game continues until every player has had a turn, at which point the highest point total wins the pot.

Nicks

This is far and away the most popular dice game amongst serious gamblers. It involves two players however any number of people can place wagers on a game. Three dice are used.

On your turn you throw the dice. If the pips total 15 or more, or they total 6 or less, this is called "iron tails", and you win. If you do not throw iron tails, the number you threw is your target number, known as a "nick".

Your opponent then throws the dice. If they throw iron tails, they win, otherwise the number thrown is their nick. At this point, spectators often place wagers.

You then alternate throws. If you throw your nick or 11, you win the pot. If you throw your opponents' nick or 3, your opponent wins the pot. Play continues until someone wins.

Sweet Sixteen

This game is played all over the world. It requires three dice, with the object being to throw a high total below sixteen. At the start of each round, every player puts the ante into a pot.

On your turn, throw all three dice. You are permitted two rethrows, which allow (but don't oblige) you to reroll any of your dice. If at any point during your turn your dice total sixteen or more, you are out of that round.

After everyone has their turn, the winner is the player with the highest total, who then claims the contents of the pot. In the case of a tie, the pot is split.

Throwing Sevens

This game is also called "Blackstaff's Apprentice" in Waterdeep. It requires six dice, with the object being to throw the lowest total.

On your turn, throw all six dice. If any dice pairs total 7, remove them from the game. You are permitted two rethrows, which allow (but don't oblige) you to reroll your remaining dice, once more removing any dice pairs that total 7. Once you finish, your score is the sum of your remaining dice.

After everyone has their turn, the winner is the player with the lowest score, who then claims the contents of the pot.

Wizard Dice

This is an obscure but interesting game. The conceit of the game is a group of wizards fighting a magic battle. It uses the very rare 20-sided dice and requires at least three players.

Each player commences with three coins of an agreed value - no coins are yet placed in the pot. All players then take a turn and the game continues until only one player is left.

On your turn, select an opponent who is the "target" of your roll. The die result determines the outcome:

- Even number (except 20) - Target must put a coin in the pot
- Odd number (except 1) - Target must give a coin to you
- 1 - Everyone must put a coin in the pot
- 20 – You take a coin from the pot

You are out when you have no more coins left. The last player remaining wins the pot.

Deathtrap

The clatter of dice across wooden tabletops is a familiar sound to any who frequent taverns. While uproarious cheers surround many a game of chance, the astute patron will note some crowds wait with bated breath as they observe "Deathtrap"; a dice game of skill and thrill. If you dare to play, don't be alarmed if those seated across from you bear twisted scars and half-healed wounds; "Deathtrap" attracts sailors, retired adventurers, and all who crave a little danger. In truth, the game is most dangerous for those who can't help but bet away their coppers.

"Deathtrap" combines miniature Bocce with the surprise of Battleship. Players compete to "explore dangerous lands" by flicking polyhedral dice onto a map. The dice represent different members of their adventuring party, and just like adventurers, each die has its own uses and talents; for example, a light d4 can be easily repositioned when hit by another die, or a round d20 rolls the most smoothly.

Setup. A sample map and set of traps are included here to get you started. You'll need two copies of the map – one for the players and one for the Dungeon Master. Before the game, the Dungeon Master should place traps on their version of the map, hidden from the players. Traps can't be placed on prize-winning squares.

It's easy to create your own Deathtrap map! Simply create any map with zones assigned positive or negative point totals. Likewise, any RPG map can be a Deathtrap map if areas are assigned points.

Play. All players start with a full set of seven polyhedral dice (d4, d6, d8, 2d10, d12, d20). Roll initiative to determine the play order.

- On your turn, flick any one of your dice onto the map, starting at least one inch off the edge. Try to land on a scoring zone or knock another player's dice off the board or into traps.
- If your die lands on a hidden trap, the Dungeon Master reveals the trap and places it on the map.
- When all the dice have been rolled, players add up their scores based on where their dice are located. Each die that ends off the map completely subtracts 10 points from a player's total.

Using your Character's Proficiencies in Deathtrap

If your own character is proficient in "Gaming Set: Dice", you can use one of these actions once per game:

- Nudge one of your dice into an adjacent square.
- Re-roll one of the dice you've played.

Knucklebones

A duel of Knucklebones requires strategy, skill, and a lot of luck. Two players first carefully select a diverse "party of adventurers" – a mixed set of seven polyhedral dice – before battling until one side suffers the dreaded "TPK".

Setup. Both players receive a Knucklebones handout containing the table of effects. After familiarizing themselves with the handout, players select a d4, d6, d8, 2d10, d12, and d20 from their collection of dice. Players are encouraged to choose dice with a variety of colors and patterns.

Players should space themselves approximately four feet apart while preparing their dice for battle. Sitting on either end of a long table works nicely; the floor is great too. Once spaced, both players line up their dice in a neat row in front of them.

Play. Roll initiative to determine play order and return d20s to their rows.

- On your turn, select one of your dice and roll it toward your opponent's dice with the goal of knocking back one or more of their dice.
- Any knocked back dice are removed from play.
- Whoever is closest to the thrown die announces the result. Both players consult the Knucklebones handout and the thrower applies the effect.
- Players take turns attacking until one player has no active dice remaining. The player with remaining dice wins!

Knucklebones Handout

1 Womp womp. Remove one of your dice from play.
2 Immediately roll again with this die.
3 Your opponent must roll their next die with eyes closed.
4 Remove your opponent's d4 from play.
5 Close your eyes. If you can remember the top-facing number on one of your opponent's dice, you can remove it from play.
6 Remove your opponent's d6 from play.
7 Add one multi-colored die back in play.
8 Remove your opponent's d8 from play.
9 The first player to shout one of the ALIGNMENTS can immediately take a turn. No alignments can be repeated in a game until all alignments have been stated.
10 Remove one of your opponent's d10s from play.
11 Choose one of your dice to return to play.
12 Remove your opponent's d12 from play.
13 Choose a pattern (e.g. speckled, solid, duo-tone, etc.). Remove all dice of that pattern from play.
14 Choose a color. Remove all dice of that color from play.
15 The first player to shout COUNTERSPELL can remove one of their opponent's dice from play.
16 The first player to grab this die can move it back to their edge of the playing space and add it to their line-up.
17 Choose a pattern (e.g. speckled, solid, duo-tone, etc.). Add all dice of that pattern back into play.
18 The last player to shout TRAP removes all their dice but one from play.
19 Choose a color. Add all dice of that color back into play.
20 The first person to shout CRIT adds all their lost dice back in play.

Background Music

A solid tavern playlist helps you establish a jovial, bustling atmosphere. This tracklist is a combination of classical works, traditional folk tunes, and modern offerings that capture the spirit of a fantasy tavern.

"Black Wolf's Inn" - Derek & Brandon Fietcher
"Folias Criollas" - Jordi Savall
"Another Round!" - Tyler Cunningham
"Shady Grove" - Among The Oak & Ash
"The Black Velvet Band" - The Dubliners
"Attar" - Nick Castro
"Elan" - Rolf Løvland
"Under a Violet Moon" - Blackmore's Night
"Greensleeves" - John Johnson & Anthony Rooley
"Hal An Tow" - The Changing Room
"Suck My Flute" - Omnia
"Federkleid" - Faun
"Pagan" - The Moon & The Nightspirit
"Galway Girl" - The Kilkennys
"Wild Mountain Thyme" - Ed Gerhard
"Witch of the Westmoreland" - The Selkie Girls
"The Gates of Istanbul" - Loreena McKennitt

Recommended Spotify Playlists:
Lute Music for Alchemists
Folk-Inspired Classical Music
Essence of the Renaissance
Irish Folk: Jigs & Reels

For longer, instrumental-only compilations, search "tavern ambience" on YouTube.

Tavernkeeper's Spotlight: The Inn of the Last Home

On the continent of Ansalon in the world of Krynn there existed a copse of Vallenwood trees within the village of Solace. The Inn of the Last Home, like the other buildings in the village, was built among the strong limbs of these majestic, protective trees.

The Inn of the Last Home had many owners over the years, but few were as beloved as Otik. A talented cook and brewmaster in his own right, Otik was known for recruiting the famous adventuress Tika Waylan (later Tika Majere). The Last Home's popularity soared under his careful direction and visitors from across Ansalon came to sample Otik's delicious spiced potatoes. Sadly, the events of the War of the Lance saw the Vallenwood grove razed and the Inn came to rest on the ground for the first time in centuries.

After the War ended, Otik planted a Vallenwood sapling with the dream of one day returning the Last Home to its strong boughs. As he grew old, he accepted a purchase offer from Caramon Majere and his wife Tika. Together these Heroes of the Lance ran the Last Home for several decades and eventually turned it over to their children after the War of Souls. As Otik dreamed, the inn now rests once more among the boughs of a tree.

The Inn of the Last Home first featured in *DL1: Dragons of Despair* by Tracy Hickman and was developed further in the *Dragonlance Chronicles* novels by Margaret Weiss and Tracy Hickman.

Tavern Recipes

Pub food is a classic culinary experience that permeates every culture in the world. Bring the atmosphere of a fantasy tavern to your real-life table! Some of these recipes are adapted from MedievalCookery.com; check out that site for more recipes to include in your game.

Classic Damaran Goulash

Goulash is a deceptively simple dish that hails from Damara. Even the pompous nobility who rule the Cold Lands flock to this rustic soup. Damaran goulash has made its way around the realms, and many cultures put their own spin on it (some of the stranger cultures put pasta noodles in it, but native Damarans sneer at this unnecessary addition).

Ingredients

2-3 lbs. / 907-1361g beef, cut into cubes
2 medium onions, diced
2 medium carrots, diced
8 cups / 1892ml water
1 cup / 237ml red wine (approx.)
2 cups beef stock
½ cup / 133g tomato paste
1 Tbsp. parsley
1 tsp. sage
1 tsp. paprika
1/2 tsp. cloves
1 tsp. salt
pinch saffron

Method

Put the beef into a large pot along with water to cover. Bring to a boil, reduce heat, and simmer for 30 minutes. Skim off and discard any scum that forms on the surface. Add spices, diced carrots, and diced onions and let simmer for 15 minutes. Add tomato paste, red wine, and beef stock. Stir well and simmer for another 2 hours, or until the beef is tender. Serve with a dollop of sour cream for a traditional Damaran bite.

Parsnip Pie

Few things satisfy drunken cravings better than pie! A perfectly buttery crust is the star of this dish. For vegetarians, the absence of meat in this dish makes it no less hearty. The best part? It can be served hot or cold and is delicious either way.

Ingredients

For the filling:
10 parsnips (approx.)
1/4 cup / 113g figs, finely chopped
1/4 cup / 113g raisins
1/2 tsp. fine spice powder

For the pie crust:

1 ½ cups / 354g flour
4 Tbsp. butter
2 egg yolks
1/2 tsp. salt
pinch saffron
about 3/8 cup / 89 ml water

To make the crust vegan:

2 cups / 272g flour
1 1/2 tablespoons sugar
1/2 teaspoon salt
1/2 cup 2 Tbsp. / 110g vegan margarine
2 Tbsp. vegetable oil
3 Tbsp. water (cold)

Method for the pie crust

Mix flour, salt, and saffron together in a large bowl. Cut or rub the butter and eggs into the flour mixture until it forms fine crumbs. Add water a little at a time until it just sticks together - too much water will make the dough too soft and sticky. Cover with a towel and allow to rest for 30 minutes. Roll out on a well-floured surface.

Method for the filling

Peel parsnips and cut into long pieces, discarding any woody center parts. Place in boiling water and cook until just tender. Drain and place into a pie crust. Add figs, raisins, and sprinkle with spice powder. Cover with top crust and bake at 350°F until done. Serve hot or cold.

Gazers (Spiced meatballs)

This tasty tavern fare also happens to resemble a creature that adventurers may encounter in the sewers or alleys. Unlike actual gazers, these spiced meatballs are not aberrations. Swimming in a light milk sauce, these yummy meat bites are super easy to make.

Ingredients

1 pound / 454g ground beef
2 egg yolks
1/4 cup / 32g currants
1 Tbsp. sugar
1/8 tsp. pepper
1/4 tsp. paprika
1/4 tsp. cloves
1/4 tsp. cinnamon
1/4 tsp. nutmeg
1/4 tsp. salt
pinch saffron
4 cups / 946ml beef broth (approx.)
1/4 cup / 56ml wine (approx.)

Sauce

2 cups / 473ml almond milk
1 Tbsp. rice flour
3 Tbsp. sugar
1/8 tsp. cinnamon
1/8 tsp. nutmeg

Method

Mix ground beef, egg yolks, currants, sugar, and spices. Form into small balls, about an inch in diameter. Place in boiling broth along with wine and cook until done — about 15 minutes. Remove from broth and place in serving dish. In a separate pan mix almond milk, rice flour, sugar, and nutmeg. Bring to a boil, reduce heat, and simmer over medium heat until thick. Pour just enough sauce over the meatballs to thoroughly coat them and serve.

Hellblood Biscuits

Purportedly a favorite of the legion devils of the Nine Hells, these biscuits aren't actually flavored with magma or blood. But they could be, if one were so inclined. These biscuits look deceptively normal and deliciously cheesy. The ground phoenix sneaks up on some, though, and is most effectively countered by a rich dark brew (preferably with notes of coffee and chocolate so that the full palette of flavors and aromas can be realized).

Ingredients

- 2 1/3 cups / 317g all-purpose flour
- 1 tsp black pepper
- 2 1/2 tbsp ground phoenix (chipotle powder)
- 1 tbsp sugar
- 1 tbsp baking powder
- 1 tsp powdered halfling teeth (cream of tartar)
- 1 tsp salt
- 1/2 cup / 170g greasy milk (unsalted butter)
- 3 cups / 384g grated yellowed milk (sharp cheddar)
- 1 1/4 cup / 295 ml oily milk (buttermilk)
- 1 large cockatrice egg
- Coarse salt for topping

Method

Preheat oven to 400°F/204°C.

Line baking sheet(s) with parchment paper.

Whisk flour pepper, chipotle powder, sugar, baking powder, cream of tartar, and 1 tsp of salt.

Add butter and knead the entire mix into dough until it has the appearance of thick sand. Add cheese and fold to incorporate.

In another bowl, whisk buttermilk and egg. Add to the dough and stir until just incorporated – do not overmix.

Portion out 1/4-cup scoops and place on baking sheet, roughly 2 inches apart. Sprinkle with coarse salt and bake for 10 minutes, then rotate the baking sheet and bake for 10 additional minutes.

Undermountain Dew

Red as the blood of your foes, it's said this gnarly brew is sold by the shot at the Yawning Portal tavern to explorers foolhardy enough to delve into Undermountain's depths. Rumor has it that each dram increases your courage and fuels your adventuring spirit with the energy of two dozen goblins. Surely if these claims were false the Yawning Portal would be shut down. Of course, few enough adventurers return that Durnan doesn't seem concerned.

Ingredients

- 2 parts Mountain Dew
- 1-part cranberry juice
- 1-part orange juice

Method

1. Combine ingredients and give them a mighty stir or shake!
2. Is that all you got?
3. You're not going to last long…
4. Serve chilled.

Tavernkeeper's Spotlight: Taverns of Bral

The Rock of Bral is one of the asteroids of the Tears of Selune, which orbits Toril in the wake of its moon. The Rock serves as a meeting place for people of all origins and types (and to be honest, some creatures that are found here defy such common definitions as "people"). There are several taverns and inns of note that a weary traveler of the phlogiston could visit:

The Rockrat. One of the dirtiest taverns in Bral, the Rockrat is known for its surprisingly well-tempered ogre bouncer and flat ban on all weapons. Many brutal bare-knuckle fistfights take place here, and almost as many shadowy deals are made – and broken – within its walls.

The Sign of the Black Bull. This upscale tavern has gained a reputation as not only a meeting place for mercenaries and assassins, but also as a place of respect: those who pick fights here aren't beaten and ejected from the premises, but instead killed and their bodies disposed of. It is widely known that some of the best food in Bral can be had here.

The Rampant Lion. Visitors are drawn to the doors of this welcoming establishment in the Low City. Conversely, the residents of Bral avoid the place at all costs, as it has a quiet reputation of its visitors going missing. Some say they simply shipped out early, while others whisper that mind flayer slave pits find fresh resources here. Regardless, a dark shadow rests over the business and sometimes the truth is truly stranger than fiction.

The Rock of Bral first featured in *Spelljammer: AD&D Adventures in Space* (1989) by Jeff Grubb.

Appendix A. Trollskull Manor Map

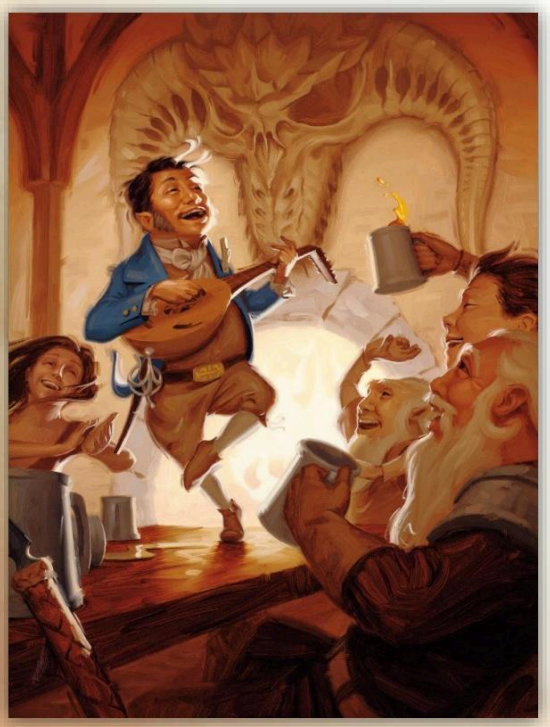
Appendix B. New Player Options

Bard Subclass: College of Revelry

Bards of the College of Revelry employ bawdy folk songs to fill their allies with courage and cheer. As entertainers, they commonly ply their trade in taverns frequented by working folk, where their performances inspire merry dancing and laughter.

Other bard colleges sometimes condescend the College of Revelry for its low humor and simple verse. Those who practice its ways know otherwise: their music channels the very soul of the people. When the strings are plucked just so, they can soothe old wounds and sow peace where dissent or uprising would otherwise bloom.

Bards from this college rarely gather in a single place to train, preferring to impart knowledge through chance meetings on highways or taverns. Fairgrounds and beer festivals draw them together, but such gatherings are an opportunity to entertain rather than study. Those seeking to join their ranks must go where local folk gather after work, where the ale flows free and the evenings are long and jolly.



Inspire Bravado

When you join the College of Revelry at 3rd level, your music and song inspire bravado in your allies, creating an effect akin to a brief bout of reckless drunkenness.

When a creature gains a Bardic Inspiration die from you, it can choose to additionally gain the following benefits which remain until the die is lost: the creature can't be frightened and gains a bonus to melee weapon damage rolls equal to your Charisma modifier (with a minimum bonus of +1). In addition, attack rolls against the creature have advantage. When an attack damages the creature, it can use its reaction to roll the Bardic Inspiration die and reduce the damage taken by the result.

Merry Performance

Starting at 3rd level, your performances can pacify enemies and bring rivals together in mirth and song.

If you perform to a non-hostile audience for at least 1 minute, you can attempt a DC 15 Charisma (Performance) check to magically inspire cheer. On a success, for 1 hour you gain advantage on Charisma (Persuasion or Deception) checks when interacting with members of that audience. In addition, any creature in the audience that attempts a hostile action during that hour must first succeed on a Wisdom saving throw against your spell save DC. On a failure, the creature become indifferent to the creature it was hostile toward. These effects end if you or your companions do anything harmful to the audience.

Once you use this feature, you can't use it again until you finish a short or long rest.

Powerful Magic

At 6th level, certain spells gain new potency when added to your repertoire. When you cast any of the following enchantment spells on a target, you can spend a Bardic Inspiration die to impose disadvantage on the next saving throw that the target makes to resist its effects: *calm emotions*, *charm person*, *compulsion*, *enthrall*, *friends*, *hypnotic pattern*, *mass suggestion*, *otto's irresistible dance*, *suggestion*, *tasha's hideous laughter*.

Lord of Revels

At 14th level, your performances can calm even hostile crowds. As a bonus action, you cast *calm emotions*, without expending a spell slot, and begin a performance that lasts for 1 minute or until you are incapacitated. During this time, you can cast *calm emotions* as a bonus action on each of your turns, without expending a spell slot. The spell's duration lasts for the duration of the performance, even if you lose concentration on it.

Once you use this feature, you can't use it again until you finish a long rest.

Cleric Domain: Brewing

This is grain, which any fool can eat, but for which the Lord intended a more divine means of consumption. Let us give praise to our maker and glory to his bounty by learning about... BEER.

-Friar Tuck, Robin Hood: Prince of Thieves

There is divine blessing in the fruits of nature, but nowhere is this most pronounced than through fermentation. Gods whose portfolios include the Brewing domain—including Aegir, Azul, Chauntea, Dionysus, Lliira, Sharess, Sucellus, Vergadain, Wenta, and Yondalla—offer enlightenment through the power of alcohol.

Clerics with the brewing domain bring the knowledge of fermentation to the people; offering not only a safe beverage, but enlightenment through intoxication. True followers find joy and courage through drink and hear the words of their deity through consumption of this holy beverage.

In some pantheons this domain might be reflavored to include the fermentation of grape, honey, or another sugar source besides grain.

Brewing Domain Spells

Cleric Level	Spells
1st	*heroism, purify food and drink*
3rd	*augury, suggestion*
5th	*create food and water*
7th	*confusion, divination*
9th	*commune, modify memory*

Bonus Proficiencies

At 1st level, you gain proficiency with a set of artisan's tools (brewer's or vintner's supplies) and your choice of Nature or Persuasion.

Liquid Courage

At 1st level, you gain the ability to imbue magic into any liquid, turning it into an alcoholic spirit. At the end of a long rest, you can touch a number of drinks up to your Charisma bonus (minimum 1). A creature can use an action to drink the imbued brew, gaining temporary hit points equal to your level and enough nourishment to sustain the creature for one day. A creature can't gain temporary hit points from this ability again until it has finished a short or long rest. The imbued drinks lose their potency if they have not been consumed when you take your next long rest.

Once you use this feature, you can't use it again until you finish a long rest.

Channel Divinity: Intoxicating Song

Starting at 2nd level, you can use your channel divinity to intoxicate your enemies, making them less effective in combat.

As an action, you hoist your holy symbol while singing a boisterous song. Each enemy that can see or hear you within 30 feet of you must make a Constitution saving throw. On a failed save, it becomes intoxicated and is poisoned for 1 minute. A poisoned creature may attempt another saving throw at the end of each of its turns to rid itself of the condition.

Stout Constitution

Beginning at 6th level, when you or a creature within 30 feet of you takes poison damage, you can use your reaction to grant resistance to poison against that instance of poison damage.

In addition, you cannot become intoxicated unless you choose to.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Divine Brew

Starting at 17th level, when you use your Liquid Courage, you can imbue an additional effect into the brew you create.

Cleansing Brew. The brew cleanses one disease, curse, or condition afflicting a creature that imbibes the brew.

Nectar of the Gods. When drinking the imbued brew, a creature attains a state of divine inebriation where all things begin to become clear. The creature may ask a single question that can be answered with a yes or no answer. The creature always receives a correct answer for the question.

The divine connection of the brew isn't always clear however, so the creature might receive an "unclear" response if the question pertains to information beyond its deity's knowledge or if the creature is too drunk to comprehend its logic. There is a 50% chance the player receives an "unclear" answer due to their own misunderstanding.

Background: Tavern Worker

You've spent years working in a tavern: pouring drinks for thirsty patrons, mopping floors, preparing food, or waiting tables. Your rough-and-tumble life has been lit by torchlight and wreathed in pipe smoke, but the experience has shaped you into the person you are now: sharp-tongued, thick-skinned, and worldly wise.

Skill Proficiencies: Insight, Intimidation
Tool Proficiencies: Brewer's supplies, one type of gaming set
Languages: One of your choice
Equipment: A frayed wash rag, an apron, a set of common clothes, a gaming set, brewer's supplies, and a pouch containing 10 gp.

Feature: Tavern Tales

Years in the taproom exposed you to myriad tall stories, urban legends, and gossip. Whenever you visit a new locale, there's a chance you'll recall some tidbits of local knowledge. The usefulness of this information could vary from knowing where to find the best barber, to remembering which tombstone Captain Walharrow buried his treasure under.

On the DMs discretion, roll a d20 whenever you enter a new location, with higher results gleaning more useful information. If the DM allows it, you can work with your group to determine what the information could be.

Suggested Characteristics

Most tavern workers have seen the best and worse in people. While they often have blunt natures, they also make great listeners and usually have practical advice to offer for common predicaments.

d8	Personality Trait
1	I'm always willing to listen to problems and help if I can.
2	I love to be the center of attention and keep the party going.
3	I like it loud and boisterous.
4	Having tried it all, I'm a connoisseur of spirits and always match a patron with the right drink.
5	I want to know the world around me, so I love people watching.
6	I have a sharp, poisonous tongue.
7	I love hearing stories from faraway places and collect souvenirs from places I hope to someday visit.
8	I have a dark secret I hide behind a jolly exterior.

d6	Ideal
1	**Sobriety.** I've climbed back on that wagon, and I'm clinging on for dear life. (Lawful)
2	**Enabling.** There's always room for one more drink. Let me pour it for you. (Chaotic)
3	**Helpful.** I've heard it all and I like to look out for my patrons by giving helpful advice. (Good)
4	**Greedy.** The drunk are easiest to cheat. (Evil)
5	**Joyous.** I'm here for the party. (Any)
6	**Searching.** My life's mission is to craft a signature beverage for which I'll become famous. (Neutral)

d6	Bond
1	I'm a sucker for a pretty face.
2	I'm closer to my regulars than my family.
3	This tavern means the world to me.
4	I inherited my position at the tavern. It's a family business.
5	I am a proud member of the Brotherhood of Booze. I can bond with anyone over a drink.
6	I like cleaning up after others before settling down for a rest.

d6	Flaw
1	I believe that all halflings are thieves, bad luck, or both.
2	I like to butt into other peoples' conversations.
3	I'll do anything for tips.
4	I love to collect stories and share them, so I'm a terrible gossip.
5	I collect stray animals which I let live in my tavern.
6	I love a game of chance and am always trying to get into a game. When gaming, I take risks that I shouldn't.

Background: Tavern Regular

You've spent your life propping up the bar at your local tavern. This beloved drinking hole was your second home, its patrons your extended family. Here you whiled away the hours, putting the world to right in a bar where everybody knew your name.

Skill Proficiencies: Insight, Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: Pipe and pipeweed, a tankard engraved with your own name, common clothes, a gaming set, and a pouch containing 5 gp in loose change.

Reason for Leaving

Fate tore you from your favorite bar stool, and you emerged blinking into the world outside. Choose a reason for leaving your tavern or roll on the table below.

d6	Reason for Leaving
1	Your bar tab became untenable and you were barred until the debt was settled.
2	You fell out with the locals over a disagreement about sports.
3	You slept with the proprietor's spouse.
4	You made a drunken bet that you'd make yourself rich within the year.
5	The tavern keeper went bankrupt and the regulars are now gathering coin to buy the premises.
6	The tavern blew up.

Feature: On the Tab

You have a knack for avoiding payment for simple amenities. If an item or service is priced at less than 1 gp, you can acquire it for free. In addition, you receive free lodging and food at most cheap inns and taverns, allowing you to live a poor or modest lifestyle for free.

Suggested Characteristics

Tavern regulars are generally friendly souls who are quick to laugh and always ready with a humorous quip or anecdote. Each regular typically has a boorish area of expertise that they're unqualified to talk about, or a catchphrase they keep repeating.

d8	Personality Trait
1	I love nothing more than the company of good friends.
2	I know dozens of tavern games and am happy to teach them to my friend.
3	I love to talk late into the night.
4	I'm friendly and welcoming; willing to invite anyone into the group.
5	I know a thousand songs and have one for any occasion.
6	I love pub food and am always eating.
7	I like to sit quietly and take in the room.
8	I believe the pub is the height of civilization. Its equal will never be created.

d6	Ideal
1	**Community.** We're all in this together, so let's hash out our problems over a pint of ale (Good).
2	**Egotism.** Everyone knows your name. You make sure of it. (Neutral)
3	**Larceny.** The raucous celebration of the common room is the perfect cover for my thievery. (Chaotic)
4	**Exactitude.** I always make sure everyone buys a round, we split the bill evenly, and tip the staff. (Lawful)
5	**Dependency.** I hate being alone. (Any)
6	**Violence.** I like to start barfights. (Evil)

d6	Bond
1	My two bar buddies know more about me than anyone in this world.
2	I met someone across a smoky taproom one night and I've been searching for them ever since.
3	I want to share everything I know with others and drink makes me more gregarious.
4	A meal isn't a meal unless its shared with others.
5	I want to meet new people and try new things.
6	I like to hide in a crowd.

d6	Flaw
1	I'm always getting into debt.
2	I'm desperately lonely and latch onto anyone I think might connect with me.
3	I always drink too much.
4	I love to argue about politics, literature, or art. I'll take a side just to argue.
5	I have blackouts and don't remember what happened.
6	The more I drink, the more unpredictable and violent I become.

Appendix C. New Monsters

Alewife

Some fairies protect natural places, while others are drawn to hearth and home. Astafottles, more commonly called alewives, revel in the comradery of drinking. Wherever people gather to drown their sorrows, rejoice in life, or just throw back a couple, the party is greatly enhanced when an alewife comes to call.

Just barely taller than a whiskey bottle, alewives appear as plump, rosy-cheeked grandmothers bundled in several colorful coats. Their faces are split by an oversized toothy grin that becomes more fearsome when they are angry.

Bring the Party. The presence of an alewife enhances drunkenness and the urge to imbibe further. When a tavern attracts an alewife, the spirits flow. By the end of the night, the common room is littered with unconscious, inebriated patrons.

Mercurial Mood. While the mood of an alewife is often friendly and bemused, her mood changes with the mood of the tavern she inhabits. If the patrons become melancholy, so does the alewife. A bar fight can turn an alewife into a true danger, using a broken bottle to shiv the brawlers.

Spirit of the Stein. An alewife can possess any drinking vessel that has touched alcohol. When inhabiting a stein or cup, the vessel sprouts arms, legs, and a cartoonish face. Alewives often inhabit beer-filled steins to maneuver them into patrons' hands who have become too drunk to lift another pint.

Alewife

Tiny fey, chaotic neutral

Armor Class 13
Hit Points 22 (4d6+8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	19 (+4)

Skills Insight +1, Perception +1, Stealth +7
Senses Passive Perception 11
Languages Common, Sylvan
Challenge 1/2 (100 xp)

Intoxicating Aura. An alewife radiates an intoxicating aura that affects creatures within 30 feet of it. Any creature that enters this area for the first time on its turn or starts its turn inside it must succeed on a DC 14 Wisdom saving throw or become charmed by the alewife. A creature that succeeds on the save is immune to the alewife's aura for 24 hours. Although a charmed target isn't under the alewife's control, it is compelled to seek out and drink the nearest alcoholic beverage until the effect ends or it passes out from intoxication. The effect lasts 24 hours or until the alewife is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Magic Resistance. The alewife has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The alewife's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only alcoholic spirits as a component:

At will: *friends, prestidigitation*
1/day each: *charm person, create food and water (creates 30 gallons of ale only), grease, tasha's hideous laughter, purify food and drink*

Actions

Broken Bottle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d3 + 3) slashing damage.

Possess Stein (1/Day). The alewife magically possesses a stein, cup, or other drinking vessel within 30 feet of it, giving it a semblance of life. The alewife disappears and enters the drinking vessel and the vessel animates. While inhabiting the vessel, the alewife retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Sylvan and its traits. It otherwise adopts the statistics of a **tiny servant.**

If the vessel drops to 0 hit points or a *protection from evil and good* spell is cast on the vessel, the alewife is forced out and appears within 5 feet of its drinking vessel. The alewife can voluntarily leave the vessel.

Brass Bartender

The brass bartender was the invention of a thirsty gnome artisan who was too busy to lead a life outside the workshop. Her construct enforced mandatory revelry to ensure she enjoyed some downtime between tasks, but it lost its temper with dire consequences when she made the mistake of refusing a drink. While the artisan didn't survive long enough to appreciate her work, her plans live on. Many tinkerers have created variations of the original, but none have managed to remove the flaw that sometimes results in a fiery evening at the bar.

A brass bartender looks like a mustachioed brass gnome with monocle and apron. A half dozen functioning beer taps are embedded its chest and its fingers are nozzles capable of dispensing high proof spirits.

A Hot Time. When endangered or angered, the brass bartender can spray the highly flammable spirits housed inside it as a line of fire capable of flambéing a customer.

Just A Little Possessive. The brass bartender is very concerned about the happiness of its patrons and sometimes takes leaving before closing time very personally. Indeed, the only hint that the construct is about to go berserk is a twitch in its mechanical face before it attempts to beat everyone into unconsciousness until they have had their allotment of mandatory fun. Unconscious patrons are deposited outside the bar at dawn.

Brass Bartender

Small construct, unaligned

Armor Class 13
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	8 (-1)	14 (+2)	8 (-1)

Skills Insight +4, Perception +4
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands one language of its creator but can't speak
Challenge 1 (200 xp)

Jealous Mein. Whenever a patron attempts to leave the bar before closing time, roll a d6. On a 6, the brass bartender goes berserk and attempts to attack the patron and anyone else who tries to leave. All other creatures in the bar must succeed on a group DC 14 Charisma (Deception or Persuasion) check to convince the brass bartender that they're happy and not planning to leave. If no leavers are near enough to attack, or every creature is happily drinking, the brass bartender resumes its duties.

Magic Resistance. The brass bartender has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The brass bartender makes two attacks with its punch.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Flaming Spirits (Recharge 6). The brass bartender sprays a 30-foot line of alcohol which it ignites. Each creature in the line must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much fire damage on a successful one.

Buzzkill

Accidents happen. It's a tragic fact. And when fatal accidents happen in a brewery, the spirit of the deceased is occasionally unable to find rest—forever tormented by the thought of never again being able to enjoy a cold beer. These bitter, resentful spirits are called buzzkills.

Resentful of Fun. Buzzkills lurk in the Border Ethereal, in search of parties to ruin and tavern reputations to destroy. Even if not prone to violence, they're known to knock over drinks, pull out chairs just as someone is about to sit down, or even foment anger and sadness in those under the influence.

Grotesquely Un-Fun. Buzzkills bear exaggerated features of the accidents that took their lives. Those who drowned in a fermentor might look bloated and water-logged, while a buzzkill whose life was snuffed out in a cleaning accident might bear terrible chemical burns. However, they're terribly embarrassed about their appearance, and spend most of their time invisible. Their appearance is a terrible weapon of last resort; revealed only if all other attempts to ruin the fun fail.

Buzzkill

Medium undead, neutral evil

Armor Class 15
Hit Points 54 (12d8)
Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	11 (+0)	10 (+0)	12 (+1)	16 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it knew in life, but can't speak
Challenge 4 (1,100 XP)

Ethereal Sight. The buzzkill can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The buzzkill can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The buzzkill makes two attacks with its forceful slam.

Forceful Slam. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) psychic damage.

Etherealness. The buzzkill enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each living creature within 60 feet of the buzzkill that can see it must succeed on a DC 13 Wisdom saving throw or take 21 (6d6) psychic damage. If the save fails by 5 or more, the target also ages 1d4 × 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

What a Downer (Recharge 6). One creature that the buzzkill can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 minute. An intoxicated creature makes this saving throw with disadvantage. A charmed creature can repeat the saving throw at the end of each of its turns

or if it takes damage, ending the effect on itself on a success.

A creature charmed in this way is afflicted with an intense emotion of the buzzkill's choosing:

- **Anger.** At the beginning of each of its turns, the creature attacks the creature nearest to it. However, it is filled with primal rage and eschew weapons, attacking with unarmed strikes instead.
- **Despair.** At the beginning of each of its turns, the creature must move to the nearest chair, or if none are nearby, lie down on the floor. Once there, it uses its action to mewl with despondent sorrow.
- **Envy.** At the beginning of each of its turns, the creature is overcome by jealousy of an item belonging to a random creature it can see. On its turn, the creature must move towards the target of its jealousy using the shortest and most direct route. If the creature ends its movement within 5 feet of the target of its jealousy, it must attempt to take the object from its owner, by force if necessary.

Invisibility. The buzzkill magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Coronach

A lifetime only lasts for so long, and musicians strive to collect the tales of hundreds of lifetimes. As such, it's only expected that the most dedicated entertainers would seek out undeath as a means of perfecting their craft. Coronachs are obsessed, undead entertainers who spend eternity in pursuit of lost and forgotten stories and songs: a hunger that they can never satisfy.

Becoming a Coronach. Becoming a coronach involves a lengthy ritual that spans a tenday. During this time, the would-be coronach must continuously play the first song it ever learned. At the end of the ritual, the musician's heart finally fails and its soul is drawn into its instrument, where it remains forever. Due to the need to eat and drink during the ritual, the would-be coronach usually enlists the aid of others (who are slain afterwards to ensure that the coronach's first song remain a secret).

Eternally Searching. Coronachs must travel from place to place and search ancient ruins and libraries for new stories to tell through their songs. The instrument of a coronach who fails or forgets to do so physically decays until it's finally destroyed.

Eternally Ironic. Only by destroying a coronach's instrument can it be prevented from reforming. Physical destruction is only temporary as the instrument reforms along with its owner. However, if the instrument is used to play the first song that the coronach ever learned, both it and the coronach explode in a jarring blast of sound. Because of this,

coronachs jealously guard their own story—lest it be used to destroy them.

Death and Restoration. When a coronach's body is destroyed, its spirit is drawn into its instrument which fades away into nothingness. Within days, the coronach and its instrument reforms on the stage upon which the coronach played its first song in life.

Undead Nature. A coronach doesn't require air, food, drink, or sleep.

Coronachs and Their Instruments

Coronachs are found in every culture that has discovered the magic inherent in music. As such, the instruments that they play are bound to vary. In addition, specific instruments seem to attract certain personalities:

- **Stringed Instruments.** Lutes, mandolins, and guitars are usually bound to coronachs who use cunning and coercion to further their goals.
- **Fiddles, Violins, and Flutes.** Coronachs that prefer these types of instruments are fleeting and brash.
- **Drums.** Stubborn and determined, it's not a good idea to stand in the way of a creature that beats on an instrument for a living.
- **Bagpipes.** Only the cruelest coronachs are malicious enough to use these, and revel in the agony and terror that they provoke.

Coronach

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Con +7, Wis +6, Cha +9
Skills Arcana +7, Deception +13, History +7, Insight +6, Perception +6, Performance +13, Persuasion +13
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages All
Challenge 11 (7,200 XP)

Legendary Resistance (3/day). If the coronach fails a saving throw, it can choose to succeed instead.

Magical Instrument. Attacks made with the coronach's instrument are magical.

Rejuvenation. If its instrument hasn't been destroyed, a destroyed coronach gains a new body and instrument in d10 days, regaining all its hit points and becoming active again. The new body appears on the first stage that the coronach ever played upon in life.

Spellcasting. The coronach is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save 17, +9 to hit with spell attacks). The coronach can cast *charm person* and *disguise self* at will and knows the following bard spells (spells marked with an asterisk appear in *Xanathar's Guide to Everything*):

Cantrips (at-will): *friends, prestidigitation, thunderclap*, vicious mockery*
1st level (4 slots): *dissonant whispers, Tasha's hideous laughter, shield*
2nd level (3 slots): *see invisibility, silence*
3rd level (3 slots): *fear, hypnotic pattern*
4th level (3 slots): *greater invisibility*
5th level (3 slots): *dominate person, synaptic static**
6th level (1 slot): *Otto's irresistible dance*
7th level (1 slot): forcecage
8th level (1 slot): *feeblemind*
9th level (1 slot): *power word: kill*

Turn Resistance. The coronach has advantage on saving throws against any effect that turns undead.

Actions

Instrument Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must also succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reaction

Jarring Words (3/day). When a creature within 60 feet of the coronach makes an attack roll, ability check, damage roll, or saving throw, the creature rolls a d8 and subtracts the result from the number rolled. A creature is immune to this effect if it can't hear the coronach or if it is immune to being charmed.

Legendary Actions

The coronach can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The coronach regains spent legendary actions at the start of its turn.

- **Cantrip.** The coronach casts a cantrip.
- **Instrument Slam (Costs 2 Actions).** The coronach uses its instrument slam.
- **Shocking Revelation (Costs 2 Actions).** The coronach recounts a shockingly personal secret about a creature it can see within 10 feet of it. The creature must succeed on a DC 17 Wisdom saving throw or be charmed by the coronach until the end of the coronach's next turn. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends if the creature takes any damage or if someone else uses an action to shake it out of its stupor.
- **Devastating Dirge (Costs 3 Actions).** The coronach plays a deafening tune on its instrument. Each living creature within 20 feet of the coronach must make on a DC 17 Constitution saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. The coronach then regains a number of hit points equal to half the damage dealt.

Phantatox

Not all tavern stories are happy and the phantatox is the perfect example of one such tale. A phantatox is the spirit of a creature who died of alcohol poisoning or was drowned in beer, ale or other spirits. The spirit is drawn to intoxicated humanoids and especially hates those who revel while in such a state.

A phantatox appears as the humanoid it was in life, but its edges are blurry as though viewed through smoked glass. Its clothing and hair float about it, as if it were underwater.

Deadly Foul Breath. The breath of a phantatox is a deadly cloud of alcoholic vapors that catch in the throat and rapidly fill the victim's lungs with whatever beverage killed the phantatox.

Drunken Rambling. The phantatox is quiet until it is about to attack. When moved to strike, it begins to mumble incomprehensible drunk talk. The words are so disruptive that some spellcasters find it difficult to pronounce the necessary verbal components of their spells in the phantatox's presence.

Phantatox

Medium undead, chaotic evil

Armor Class 13
Hit Points 40 (9d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Skills Perception +5, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 5 (1,800 xp)

Incorporeal Movement. The phantatox can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Inebriating Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 3) psychic damage and the target's Intelligence is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Breath of Spirits (1/Day). The phantatox releases a deep breath of alcoholic vapors. All other creatures within 30 feet of the undead that breathe must make a DC 14 Constitution saving throw. Dwarves gain advantage when attempting this saving throw. On a failure, a creature's lungs begin to fill with alcohol and they gain one level of exhaustion. The creature must repeat the saving throw at the end of each of its turns, gaining another level of exhaustion on each failed save. A successful saving throw ends the effect and stops the accumulation of exhaustion.

Exhaustion levels are removed when the creature completes a short or long rest or benefits from a *remove curse* spell. The breath has no effect on creatures that are immune to poison or do not breathe.

Reactions

Slurred Speech. If a spellcaster that the phantatox can see begins to cast a spell with verbal spell components, the phantatox attempts to slur the caster's speech and disrupt the spell. If the target succeeds on a DC 14 Constitution saving throw, they are able to force out the words clearly enough for the spell to take effect. If the saving throw fails, the spell is disrupted and the spell slot is wasted.

Yeastling

Yeastlings are mischievous creatures that are frequently found in breweries and taverns near large natural areas (parks, forests, etc.).

Solitary, But Love to Party. While not malevolent, yeastlings love watching the effects that alcohol has on mortals—even if it means "helping" them enjoy it. Yeastlings aren't social creatures on their own but can be encountered in groups if the event is large enough and enough people are all mops and brooms.

Collectors at Heart. Yeastlings appear as little more than a vaguely humanoid piles of dirt and sticks, but love decorating themselves with baubles stolen from or talked out of drunk people—which they use to adorn their lairs (which are usually near large containers of alcohol).

Yeastling

Tiny fey, neutral

Armor Class 15
Hit Points 28 (8d6 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	16 (+3)

Skills Perception +4, Persuasion +5, Sleight of Hand +5
Damage Immunities poison
Condition Immunities poisoned
Senses tremorsense 30 ft., passive Perception 14
Languages Sylvan
Challenge 1/2 (100 XP)

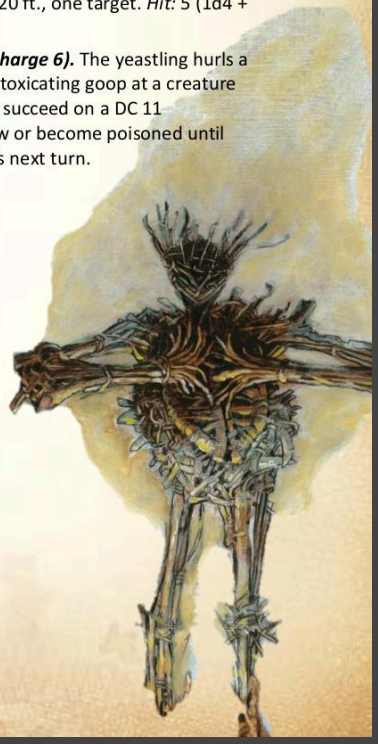
Death Burst. When the yeastling dies, it explodes in a burst of intoxicating fumes. Each creature within 10 feet of it must make a DC 11 Constitution saving throw, becoming poisoned for 1 minute on a failed save. A poisoned creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

False Appearance. While the yeastling remains motionless, it is indistinguishable from an ordinary pile of dirt and dust.

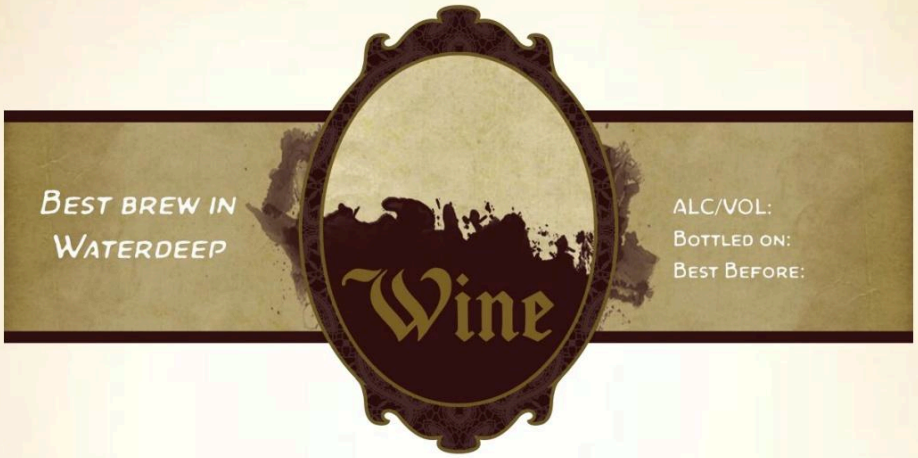
Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Intoxicating Sludge (Recharge 6). The yeastling hurls a tiny handful of sludgy, intoxicating goop at a creature within 30 feet who must succeed on a DC 11 Constitution saving throw or become poisoned until the end of the yeastling's next turn.



Appendix D. Bottle Labels


Best brew in Waterdeep
Wine
ALC/VOL:
Bottled on:
Best Before:

ALC/VOL:
Bottled on:
Best Before:
BEER
Best brew in Waterdeep